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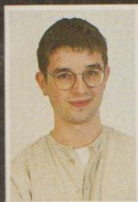
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**DO NOT
UNDERESTIMATE
THE POWER
OF PLAYSTATION**

WELCOME TO THE XMAS ISSUE



50 issues old and still going strong. We're celebrating our half century in style this month. Have your presents with our thanks and read on...

A strapping 50 issues old and there's a couple of big changes to mark the happy occasion. First up, Will Groves has taken his PlayStation fact-packed, coiled stout of a brain over to PlayStation Power, while the old K-K-K-K-Kellett hint is currently touting her artistic wares at our soppy old mates on Sega Power. The result? Well, we've nabbed GamesMaster reviews regular Tim Weaver as Reviews Editor, while miniature boy Wil Overton has crayoned right through the nights to give GamesMaster a stunning new look.

But all things are not right in the GM office. There's one thing that's annoyed each and every one of us this month. And that's you Adem Aye, Adum Eye, or however you piggin' scrawl it. You and your cheeky chappy Saturday morning Live 'N' Kicking ways. Don't get us wrong, we love a bit of Zoe, Trev and even Simon, we really do. But, hey, do you know anything about games Adem? I mean, really know? Week upon week of press release-fed pointless PC reviews is beginning to hurt... our... heads. Does our Zoe put words in your mouth? Does that high-pitched bloke from Electric Circus make you say things you don't want to say? Huh? Come on Adem, are you man or pawn?

Marcus Hawkins

Our promise to our readers...

- We always put the considerations of you, our readers, first - from the fairness of our game reviews to the accuracy of our tips and cheats.
- Here at GamesMaster we're all devoted game players and put together a magazine which we think others like us will enjoy.
- We always give scores as percentages and will not stop doing so - it's the most precise way there is to assess the various aspects of a game, and allows you to compare games accurately.
- We read every letter you send to us, and always answer the best ones in the magazine.
- GamesMaster is Britain's biggest selling all-format games magazine and is brought to you by the people that produce The Official PlayStation Magazine, Edge, Sega Power, PC Gamer, PC Format, PlayStation Power, Amiga Format, .net... and sheelloads more specialist mags. So we get to call on the talents of the most knowledgeable people in the business - our reviewers are the best there are.

GamesMaster's word of the month is:

FREAK

Count howmany times we use it and win yourself some stuff - usual address please...

GAMESMASTER #51 - ON SALE WED 18th DECEMBER

GET A FAT LOAD OF ALL THIS, YOU WRIGGLERS!



"DOM SPEAKS OUT!"

p16

"SMASH THOSE LAP TIMES!"

p76



"YOU HAVE TO PLAY THESE!"

p60

"FINISH HIM!"

p40

64fan

MARIO KART MADNESS!

The one we've all been waiting for. We take a long and lovely gander at the most eagerly awaited Nintendo⁶⁴ game. All the latest news and pics in your exclusive N64 mini-mag...

p65



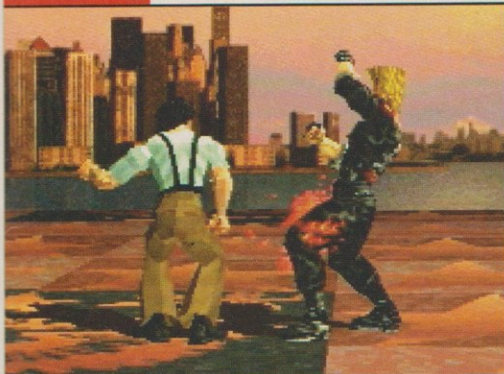
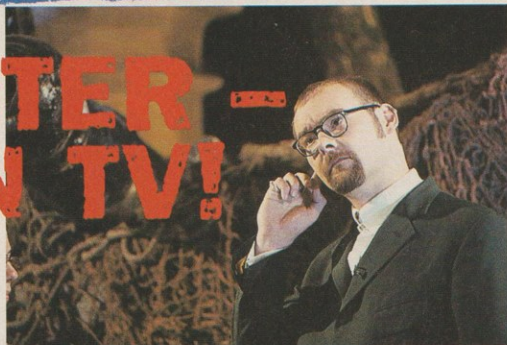
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INSIDE A PACKED GAMESMASTER ISSUE 50

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16

GAMESMASTER AS SEEN ON TV!

It's hit your screens this very month and it's not too bad at all. Anyway, we take you behind the scenes for a good long gander...



50 GAMES YOU MUST PLAY BEFORE YOU DIE!

Yep, 50 of the best. Of the very best, you could even say. Old and young join hands in a celebration of the cream of the crop...

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24

THE FRONT LINE

Incoming... pincer movement... we go in, all preview guns blazing...

64^{fan}

Exclusive N64 news and previews!

PAGE
65



REVIEWS

DD2, DCCE, UMK3, C&C, ISSD, MMM, XS, MK1&2 - EH? Best head for that there full listing...

PAGE
33

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76

GAMES MASTERCLASS

WIPEOUT 2097, STREET FIGHTER ALPHA 2 AND QUAKE all get the full GM tips treatment, plus your problems sorted in the Consolationation Zone!



OVER 16 PAGES
OF TIPS!

THIS ISSUE IN BRIEF

GM Network	6	64fan	65
TV Special	16	Games Masterclass	76
The Front Line	24	Consolationation Zone	90
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50 Games You Must Play Before You Die	60	G-mail	96

gamesnetwork

First with all the gaming news from home and abroad

BLACK DAY FOR SONY NEW PLAYSTATION TO LAUNCH IN 1997

With Christmas sales expected to hit an all-time high, Sony confirmed their next venture into wallet-bursting territory with the unveiling of their new black PlayStation. Called the Yaroze, it will retail for £599 and enable owners to write and develop their own software.

The release date – although not yet officially set – is expected to be around February time and will come only a few weeks after the machine reaches Japanese stores. According to Paul Holman of Sony, this was purposeful: "The demo scene, in particular, is stronger here than anywhere else. But these enthusiasts need help if the UK is to retain its position as arguably the best country in the world for development talent".

Concerns were expressed by Sony themselves after it became obvious that many potential games developers didn't have access to the necessary equipment because of the boom in the console market. The Yaroze will, no doubt, set that particular record straight, with it predicted to shift quicker than a ferret on a rocket. You'll

have to connect the machine up to PC and have an understanding of programming language, but you can always learn, eh?

Sony will be touring with the machine, visiting Universities and third party developers in particular. Quite what a bunch of philosophy students will make of it we're not sure but, certainly, for any aspiring Dave Perry-a-like, it's a blindingly good invention.

The machine, which will play discs on any format whether it be NTSC or PAL, won't be available to buy in the shops, however, and will need to be ordered directly through Sony. A website on the Net details the procedure further –

Budding developers will have to register on the Sony Yaroze scheme to get hold of one of the slinky black consoles. Registration forms will be sent out early next year to those who are keen and can stump up the cash.

<http://www.scee.sony.co.uk/yarinfo/index.html> – but for 600 notes, the Yaroze looks like an excellent buy and



proves, furthermore, that Sony are still very much at the forefront of videogaming. Oh chhhertainly, yes.

We'll be taking a closer look at the impact Yaroze will have on future gaming next issue.



NEW NINTENDO⁶⁴ DEVELOPMENTS

The latest news from camp Nintendo is that Atari are to develop three arcade games which will be converted to the Nintendo⁶⁴ in '97. *Maximum Force* is a light-gun blaster (Dirty Harry-influenced by any chance?), with *Mace*, a 3D beat-em-up, and finally, *Rush*, a *Ridge Racer*-style drive-em-up.

Nintendo are said to be aiming for a worldwide base of six million N64s by March – before it's even launched over here!

Titus have also at last confirmed that they are beaver away on an N64 version of their SNES racer, *Lamborghini American Challenge*. *Lamborghini 64* will feature a bevy of 'in your dreams, son' racers, including Lamborghinis (obviously), Ferraris, Porsches and Bugattis, and is expected to be launched next summer.

For more Nintendo⁶⁴ goodies, see this month's 64fan, starting on page 65...

SEGA TO SEE RED


















































In what some would, no doubt, call an "audacious" bid, Sega have contacted the Referees' Association in an effort to emboss all red and yellow cards in the Premiership with the name of the company.

What? What the merry hell?
Has the world gone mad? Cards
being sponsored? What next? The
hairs on Paul Gascoigne's legs? A
small piece of mud in the corner of
Old Trafford that fell from David
Beckham's studs after he scored
THAT goal? Jeez Louise.
Go awaaayy...



HOT WIPEOUT 2097CHEATS!

If proof were, indeed, needed that we, here at trusty old GM, are the King of Games then you need look no further than this little lot. To tie in with our fantastic Wipeout 2097 tips (beginning on page 76), we've discovered this wunderbar cheat...

By merely tapping in               you'll gain access to all the tracks and the Piranha vehicle which is, actually, a piranha. Kooky, no? Anyhow, once you've pulled off this less-than-tricky task by merely holding down L1, R2, Start and Select while the game loads itself up you'll be able to play as a selection of farmyard animals. Gordon bloody Bennett, you may well shout because – contrary to what you may have been thinking – that isn't the end. Pause your game, holding L1 + R1 + Select then hit          for infinite weapons,          for infinite energy,         for infinite time and – last but by no means least –          for the minigun.

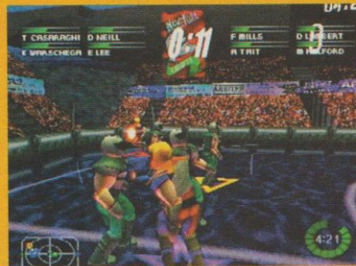
Pffff, we're just too good to you lot.., we really are...



IT'S A RIOT!

The very last game in the office before going to press is Riot, an eight-player PlayStation futuristic sports game from wily those old gaming goats from Liverpool, Psygnosis.

It feels rather like the oooooooooo
oooooooooooooooooooo classic *Speedball*
2, and the idea is to hurl a flashing
ball into a hanging "goal", thereby
scoring your team points. The playing
arena is divided into two sections
with one section worth two points for
a goal and the other a
mesely one. Graphically,
it's a real corker, but
it's the eight-
player option
(requiring
two multi-
taps on one
machine)
that's the
most
attractive
feature. Whether it'll be as good as
Speedball 2? Sheesh, that's a
tough one.



Riot is certainly packed to the hilt with gorgeously dressed polygons. No arguments there.

Ooh... *Sensible Soccer* on a radar. Helps to pick out those scoring zones.



A view for every taste. This here's the *Actua*-style one...



the month in...

In the US, Sega reckon they'll sell 100,000 NetLinks before the end of the year. They're encouraging this with a 'try before you buy' scheme.

When you rent a Saturn with a NetLink, you'll be offered three days of free Internet Access. The current NetLink package to buy in the US features the NetLink, browser software, keyboard and Sega Rally Championship. We want it over here, Sega! NOW!



In a recent presentation to Wall Street in the US, Sega put paid to the rumours that they'll be pulling out of hardware manufacture to just concentrate on software development.



Rumours are circulating that when Street Fighter Versus X-Men is released next year, it will be initially Saturn exclusive.



In the US, Sega are soon to confirm that until the end of the year, anyone buying a Saturn will receive a special free 'three-pack' of games - VF2, Daytona USA and Virtua Cop.



More 'Versus' rumours: Fighting Vipers Versus Virtua Fighter anyone? The beat-em-up showdown is said to hit Japan before the end of the year.



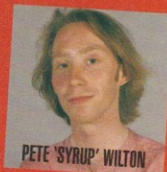
As revealed on the GamesMaster TV show, Segaworld in London have, for a limited period, dropped their charges for the coin-ops once you've paid your £12 entrance fee.

don't miss

Christmas NIGHTS (13), Virtua Cop 2 (24), Trash-It (28), Virtua Fighter 2 (29), Daytona Championship Circuit Edition (38), Command And Conquer (42), Street Racer (46), International Superstar Soccer Deluxe (47), Grimewave (57), Street Fighter Alpha 2 (82)...

INTERVIEW EMPIRE

50. The big Five-O. The oooooowwwld Five. There's been some tears, sure. Like there always is. But - damn it to hell - there's been some good times too. And you can thank the following lads for that. Because many Editors have roamed through the beautiful gardens of GamesMaster. Indeed, in its time GM has had some of the best. Before the ascension of The Bespectacled One, there were five: Jim Douglas, Andy Lowe, Tim Tucker, Simon Kirrane and the ever affable Pete Wilton. So, lads, step forward and speaketh forth...



PETE 'SYRUP' WILTON

What have you been up to lately, then?

PW: 3am.

TT: Ooooh, lots. Well, Editing that Total Guitar mostly.

AL: Clawing my way away from a recent, crippling onslaught of NSU.

No. Not really. Just joking. God bless you. Baby Jesus smiles upon your face. Can we say that? Is this thing on?

JD: After GamesMaster, I headed off to the land of PCs (publishing PC Gamer) and spent a brief spell in the States.

At the moment, I'm in the middle of launching Total Film, a brand new movie magazine which comes out in January next year.

SK: Well, after I left GamesMaster I

moved to London to unwind. Game journalism really takes it out of you. So, I've got a job as Head Beheader at Hackney Chicken Emporium. Nice place. Bock...

Describe what GamesMaster means to you...

SK: What happens is you strap the chicken down by the neck - so the bloody thing can't leg it - and then...

TT: Anyway. GamesMaster. Where I sharpened my Editorial sword.

JD: The biggest magazine launch in the UK in 1992. A splendid team and Dominik's purple column.

AL: A magazine what I can go to in order to find out what's going on in the latest multi-platform world of interactive videogames. Ground-breaking entertainment, tips and features. Oh yes.

PW: A warm comfy sofa I occupied for eight months before turning it over to that Marcus fella. He still hasn't found Les's 'present' secreted under the left-hand cushion. Yet.

Spite Girls, then. Which one's most worthy of some zig-a-zig-ah?

PW: I bumped into Geri at a showbiz do recently. The Fire Brigade were very good about having to separate us really. Hardly felt the bolt-cutters...

AL: The one with the red hair is clearly a fine and vigorous fellatrix who will occasionally say rude things to you. But I think the blonde one has an unusual smell and trembles.

JD: Don't know her name but the one they describe in pop mags as 'smart and sassy'.

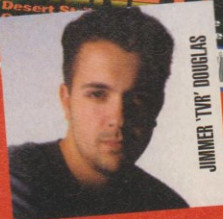
TT: Blondie. I'd really be interested in getting to know her...

SK: Chickens. All of them. I love the bloody lot...

Match Of The Day. Are you a Gary Lineker or Des Lynam man?

TT: Big Des. He's the business.

PW: Des: Man and moustache in perfect harmony.



JIMMY 'TUFF' DOUGLAS

AL: Look, Des Lynam is a billion times more of a man than

that flaccid, grinning slop of Man At C&A mediocrity. Des is a twitching, Dionysian behemoth towering bestride the universe of light, jocular and extremely professional family-oriented television presentation; flicking aside detractors, gleefully diving into the welcoming loins of friends and admirers... He is, indeed, best.

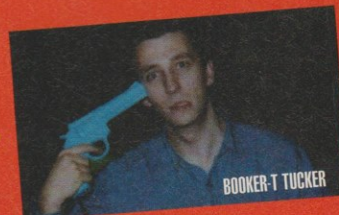
JD: Des.

SK: Gary Lineker. I met him once. In Huddersfield. During my time as a New Romantic.

You're all wealthy guys. Who would you most like to take for breakfast at Tiffany's?

JD: I wouldn't take anyone. Just me and Tiff would be fine. Anyone else and it might be too much, especially in her condition.

AL: That blonde tracker off 'Wanted'. Victoria, I think.



BOOKER-T TUCKER

WITH AN

PW: Tiffany (as long as Grant doesn't find out).

TT: Everyone. I'm loaded now I'm on Total Guitar. £290,000 I get a year. Not bad, eh? Come on, everyone's invited. And their Grans. And Mums. And Dads.

SK: Esmerelda. She works with me. Well, until last week when I had to

chop her head off. Lovely. Ffffff. I had her liver with some fava beans and a nice Chianti.

Blur?
Pretentious middle-class fops or master purveyors of the darker side of London?

SK: Blur? Oh yeah. It's all been a blur for

me in the past few months. Since I've been on medication one day just seems to merge into the next. It's only the Chicken House that keeps me sane. Mmmm. Chickens. I... love... them...

PW: Estate Agents with a grudge. TT: They're great! I think Oasis and Blur should just be mates. Why can't everyone just live in peace?

JD: Kindhearted fops, I reckon.

AL: B-b-b-boh! Surely. Just as Blur are required to be pretentious and foppish and clever in order to chronicle the - as you insist - 'darker side of London', so, say, Oasis need to be plumber-basic and chip-butty cretinous in order to, um, sing songs about lasagne.

Is it true you lot once told Noel Gallagher he had "the breath of a small, Guatemalan squirrel"?

AL: I did! Yes. Wow. I'm stunned. That was ages ago. Incidentally, I also saw Liam's extremely thin (almost liquorice-like) "little lad" while accidentally peering over the porcelain partition in the bogs of a 16-track recording studio in Liverpool where I was rehearsing with the band I used to be in a few

years ago. True story.

PW: No, I told the squirrel he had the breath of Noel Gallagher. He was most mightily insulted.

TT: Well. Yes. I did, actually. I'm rather ashamed. Sorry, Noel.

JD: Never met the bloke.

SK: Hmmm. Yeeeeeeeeeeeeeeeee. I did. Naughty. Aren't... I?

What's top of your Christmas list?

JD: A pair of those tiger feet slippers and PlayStation Tomb Raider.

PW: Dear Santa. Obviously.

TT: Presents for everyone. In the world. Ever.

AL: A woman Santa. The fluffy, frilly uniform; the sheer wantonness of all that soot and dirt and chimney-FILTH. I tell you - never mind HER "sack"...

SK: Small Philippino boys. Lots of 'em. Ha, ha, ha...



THE BOY KIRKANE



MR ANDREW LOWE

AND THE WINNER IS...

No sooner had he accepted an offer of big money, women and fast cars from GamesMaster than he's swanning off getting "a load" of all three himself. Tim - our new Reviews Editor - has hit the big time. After much work and little sleep, his first script - entitled The Cold Season - is destined to make an appearance on Channel Four on December 19th.

Oh yes. After the boy Weaver entered the Lloyds Bank Film Challenge way back in February with his twelve minute effort little could he have realised that, three months later, he would be told it was going to be put to celluloid. Especially since there were 2,500 other entries.

Since the announcement he's had to hide in Marcus' new glasses case every morning to prevent himself from being mobbed by every rag from The Bath Chronicle to The Times. He's even put in an appearance on a local youth TV programme telling all and sundry about how to go about writing a film ("It's about characterisation!").

Here at GM we've already caught an early glimpse at the film and can honestly say it's not at all bad. However, we haven't told Tim

yet. He's already started calling everyone "lovey". If we told him it was good he'd probably take to wearing cravats and silk slippers. So, remember, December 19th at 9.45pm on Channel Four. It could be the start of big things. For now, though, he can just shift his arse and make the tea...



Several 'cuts' from our Tim's film. It's dead good, and has been described as 'moving' or something in Smash Hits. Dead good it is too. Watch it...

THE COLD SEASON
by
Tim Weaver



the month in... PlayStation

We, the fun-lovin' UK, have become the PlayStation capital of Europe. Sony expect to sell a massive 750,000 consoles by the end of March next year - they've already got 500,000 out there.



Sony has just launched a new PlayStation in Japan. Similar to Sega's 'white' Saturn, the latest model has been streamlined so that it's cheaper to put together (and so cheaper to buy).



The 3DO Company are set to release games for Sony's console. They bought up game developers New World earlier this year, and they've already started work on new titles. The 3DO Company won't be developing for the Saturn though. Well, not until more people have a Saturn they admit...



Sony recently went to Wall Street to discuss the future of the PlayStation with a load of financial bods (yawn), but a couple of interesting facts emerged: They'll be investing heavily in their in-house development departments and stress they'll be committed to the PlayStation for the next five years (at least), with no current plans to upgrade to 64-Bit.



A new PlayStation racer we're particularly keen to get hold of is Ayrton Senna Kart Duel. It sounds a bit mad really, especially as old Ayrton himself gives advice about how to progress in the game. Hmmm... More next month.

don't miss

Bubsy 3D (25), ReLoaded (27), Trash-It (28), Destruction Derby 2 (34), Breakpoint (49), Star Gladiator (50), Supersonic Racers (53), Power Pro Wrestling (54), Soviet Strike (55), Pandemonium (56), Lomax (58), Wipeout 2097 Player's Guide (76), Street Fighter Alpha 2 (82)...

the month in... PC

Pygnosis, in a move similar to Eidos Interactive and their Kixx label, have launched a budget range. Their CD only range, the Argentum Collection, is being kicked off with *Destruction Derby*, *Ecstasica*, *Wipeout* and *3D Lemmings*. They'll only set you back £12.99 each, and they're all top titles. Get 'em in, we say.



And now CodeMasters have got in on the act. They're launching their 'Hot Stuff' range of older PC titles. The first titles are *Micro Machines 2 Special Edition* and *Psycho Pinball*, both setting you back a paltry £12.99 (ideal Christmas presents, no?). More titles will follow in the new year.



Microsoft have pulled off one of the biggest scoops in recent years. They've managed to get Alexey Pajitnov - only the man who developed *Tetris* - to join them and develop new puzzle games.



The world's first graphical MUD (Multi-User Dimension) is now worldwide on the Internet. *Meridian 59* from The 3DO Company can now download the game directly from the 3DO FTP site. It has a £14.95 activation fee and an ongoing monthly subscription fee of £6.50 for unlimited play. Want to connect? Head for <http://meridian.3do.com/ftp/>.



Star Trek fans listen long and hard: Virgin Interactive Entertainment will be releasing SSI's Star Trek licences in Europe. Expect to see the *Interactive Technical Manual*, *Omnipedia* and *Next Generation Episode Guide*, as well as 'regular' games *Klingon* and *Borg*. Start saving your notes...



don't miss

Murder Death Kill (30), XS (48), Mortal Kombat 1&2 (54), Quake (86), Making Of... Wild 9s (94)...

With some hustle, some bustle and just a smidgen of excitement, Sony's Shoshinkai, the PlayStation Expo, opened giving the company and most of their third party developers a first opportunity to premiere forthcoming titles. The big S also gave light of day to their brand, spanking new analogue joypad which hopes to compete head-on with Nintendo's similarly impressive innovation.

In a building only a tenth the size of that used for E3, the PlayStation Expo, run between November 1st and 4th in Tokyo, was overrun by punters - 70,000 of the beggars turned up

distinctly average mix of atrocity Camp 7 gameplay and drab visuals.

Elsewhere there was plenty to excite PlayStation owners. Namco were showing an excellent conversion of *Soul Edge* and *Ridge Racer* sequel, *Rage Racer*. Square also had a new racing game on the way in the sexy shape of *Grand Championship Rally* but the bad news was that *Final Fantasy 7* has slipped back until the end of January.

Capcom, sadly, pulled *Resident Evil 2* at the last minute but did manage to offer the potential-drowned *Mega Man 8* and a *Doom* clone from Genki, *Beltogger 9*. Though, if the game ends up being as



PaRappa The Rapper - the surprise hit of the recent PlayStation Expo.

PLAYSTATION EXPOSES FUTURE

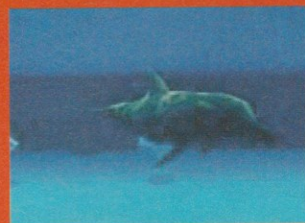
SONY'S SHOSHINKAI SPRINGS SURPRISES

for each of the three days set aside for public consumption - with some crazies queuing for up to two hours for selected booths.

Sony, themselves, had much to excite the gaming fraternity. Apart from the joypad, 1997's schedule was bursting alien-like with quality titles. The first of these was *PaRappa The Rapper*, a disturbingly weird slice of cute platforming pie. Concerning the adventures of a rapping dog, *PaRappa* looks and moves like a PlayStation Mario with the main

rubbish as the name, we don't hold out too much hope. Next door, Konami impressed the crowds with *Winning Eleven '97* and *Tokimeki Memorial*, a girlfriend simulator that had spotty Japanese fourteen-year-old's wetting their pants.

Finally, From Software's *Armoured Core* was a surprise hit among the crowds. An adventure/RPG that looks like *Doom*, it should be out in the early part of next year. Much to look forward to, then, and proof that the PlayStation is going from strength to strength...



Depth. Being described as a musical adventure game by some. Another fish thing, is how we'd describe it.

Namco's *Time Crisis* - a classy coin-op conversion in the vein of *Virtua Cop*. Looking good.



character fully polygoned and the worlds wholesomely free.

Other games that were given a run-out by the company included a strange

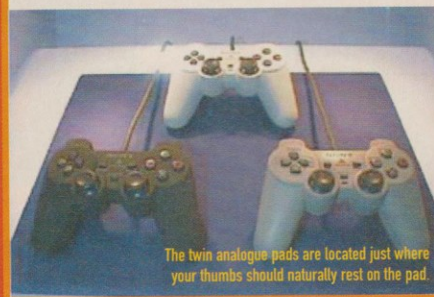
Aquanaut's Holiday-like affair entitled *Depth* in which players go for lengthy underwater explorations and an *Arc The Lad* sequel which, Sony believe, improves tenfold over its predecessor. It wasn't all good news for Sony, though, as their yet untitled *Manga* licence was virtually laughed off stage with a



The snaggable *Soul Edge*, again, from Namco, is certainly taking it's time to arrive on the PlayStation.

PAD IT OUT

The big news at the PlayStation Expo was, of course, the unveiling of the new analogue joypad. Basically the same shape and size as the standard PSX controller (except for slightly longer handles), the pad isn't expected to appear until well into next year. Unsurprisingly, then, a price hasn't been set and a list of games for which it will be of special use hasn't been drawn up. But, the good news is, that it feels and plays as well as its competitors. More as we get it...



The twin analogue pads are located just where your thumbs should naturally rest on the pad.

REACH OUT AND CRUSH SOMEONE



EIDOS
INTERACTIVE



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PEACE?

YES

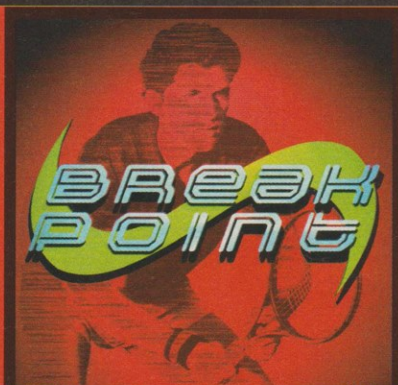
UNDERSTANDING

SURE

LOVE?

NOT ON THIS COURT

BREAK POINT WITH EXTREME PREJUDICE.



NIGHTS IN WHITE SATIN



Sega proved, this month, that their Christmas viewing is full of anything but repeats by announcing details of the forthcoming Christmas NIGHTS. To be released in time for the mistletoe and wine period, it will include a whole truckload of new features including a snow-ridden reworking of Claris' classic Spring Valley course.

The idea came about after mind genie Yuji Naka approached Sega of Japan about the possibility of giving stalwart Saturn owners a bit of an Christmas treat in the form of a themed NIGHTS. Apparently, the boy Naka wanted to return the favour to all the very many Saturn owners after the young rascals went out and bought NIGHTS in their droves.

So, what's to be stuffed into the already pretty full turkey that is

NIGHTS? Graphical changes galore, for starters, with all the hoops from the original being replaced by wreaths and the bumpers with party poppers. The Temple is now a gargantuan Christmas cake and NIGHTS wears a sparkling red Santa suit. Musically, proceedings have also mutated into a jazzy version of Jingle Bells. There are also a ton of other surprises hidden away (see "Ho, Ho, Ho!").

Sega have revealed, though, that the game won't be available as a stand-alone title but as part of a package when you buy any of the following: NIGHTS, Worldwide Soccer '97, Fighting Vipers, Daytona USA CCE and Virtua Cop 2. As well as being given away with hardware, it will also be used in conjunction with a series of pre-Christmas promotions, so you might be able to snap it up without spending any money at all.

SEGA'S SMASH HIT GETS CHRIMBO MAKEOVER

Another great feature of Christmas NIGHTS is the way you can set the game on any day of the year, and elements — such as the music — change.



HO, HO, HO...

After completing a level, you are given the chance to play a game of *Patience* and success will give you the chance to open one of 24 presents. Inside each gift will be a different surprise. And GamesMaster, in a bout of Christmas-like generosity, has found out some of the best:

- A brand new FMV sequence.
- An illustration gallery.
- Toys you can play the level as.
- A karaoke version of the *Dreams, Dreams* song with words on-screen.
- A melody box that lets you mix the FX and tune variations.
- A link attack where you are given unlimited time to score as large a link as possible on the first Frozen Bell course.
- A time attack which counts the number of items collected.
- A style assessor where your performance is judged on style alone.

Here's where you get to select the various 'power-up' presents.



At least Christmas NIGHTS isn't a rip-off — Sega aren't actually charging you directly for it.

You'll be surprised just how much the game is lifted, just by essentially tweaking the graphics. It's great fun.

this month's charts

Cartridge Top 10

A Game Boy title at number 2? What the Charlie Dickens is going on? This is certainly going to become a more common occurrence with the launch of the amazing Pocket Game Boy. Give us 'em Nintendo!

- 1 Toy Story MD/SNES/GB
- 2 Mario And Yoshi GB
- 3 Road Rash 2 MD
- 4 Worms MD/SNES/GB
- 5 Desert Strike MD/MS
- 6 FIFA Soccer '96 MD/SNES/GB
- 7 Dr Mario GB
- 8 Lotus Turbo Challenge MD
- 9 Killer Instinct SNES/GB
- 10 Micro Machines 2 MD/SNES/GB/GG

CD Top 10

Speed is the order of the day this month, with four of the titles being racers. No surprise what game occupies the top spot, though. Some in the office are confident it'll be in the same position next month.

- 1 Wipeout 2097 PSX
- 2 Tekken 2 PSX
- 3 Formula One PSX
- 4 Champ Manager 2 '96/'97 PC
- 5 Worldwide Soccer '97 SAT
- 6 Rally Championship PC
- 7 Encarta '97 PC
- 8 Dark Forces PC
- 9 Flight Simulator 6.0 PC
- 10 Formula 1 Grand Prix 2 PC

GamesMaster Office Top 10

The most important chart – what we're currently 'having a go to death' on during the wee spare hours we get to play things for pleasure. Some of these results may prove slightly shocking. You have been warned.

- 1 Wipeout 2097 PSX
- 2 Wave Race 64 N64
- 3 Mario Kart SNES
- 4 Tetris Attack SNES
- 5 Tempest X PSX
- 6 Tomb Raider SAT
- 7 Murder Death Kill PC
- 8 Street Fighter Alpha 2 SAT
- 9 Destruction Derby 2 PSX
- 10 Quake PC

GamesMaster Sounds Top 10

All the tracks YOU should be listening to when you're playing games. They work for our ears...

- 1 Say You'll Be There Spice Girls
- 2 The Knickers Song Space
- 3 Breathe The Prodigy
- 4 The Beautiful Ones Suede
- 5 Setting Sun The Chemical Brothers
- 6 The Dance One Space
- 7 6 Underground Sneaker Pimps
- 8 Lay Your Hands Reef
- 9 Pearl's Girl Underworld
- 10 My Kingdom FSOL

After last month's report from the JAMMA arcade show in Japan, we thought we'd take another look at one of the most impressive titles on show. Konami's *GTI Club Cote d'Azur* – or 'GTI Club' as it's affectionately known in the GM office – was one of the rare games at the show which pushed back the boundaries and brought new ideas to the racing genre.

from four cars, with four others controlled by the computer. Pay a bit more and you'll get the chance to drive the Super Car. This should allow novices to take on those more familiar with the game. Once it's released over here, mind...

GTI CLUB COTE D'AZUR

THE MOST ORIGINAL RACER IN YEARS?

The races, featuring eight small European rally cars, takes place around the picturesque onion-trading towns of the South of France.

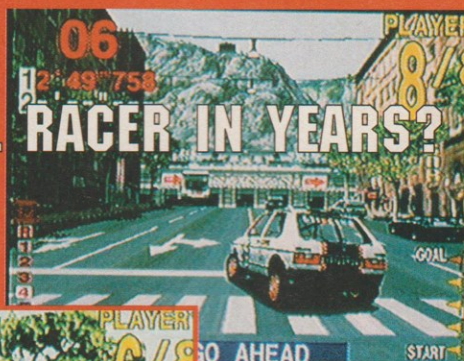
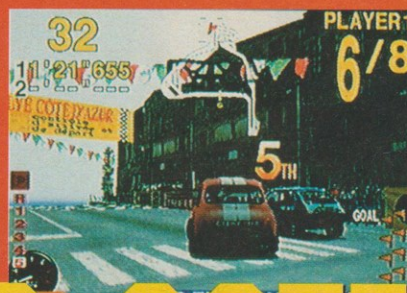
According to Konami, it's the first time a racing game has used such a free-course approach as this. You can, within reason, go wherever you want – you're even 'authorised' to race in underground parking lots. Run up onto the pavements and just watch the packs of bystanders split.

One of the most ingenious features is the side-brake. Because the towns you're racing round are just that, there are loads of really tight corners, which can be very tricky to get round without ending up on your roof. This is where this 'revolutionary' side-brake system comes into its own.

Another top feature is the 'tag' race you can enter. When two to four cabinets are linked together, someone can be nominated to carry a bomb. When this player bumps into another, the bomb is passed to that car. And as you'd expect, you don't want to be carrying that bomb icon when the time limit runs out. Ka-boom!!! and all that.

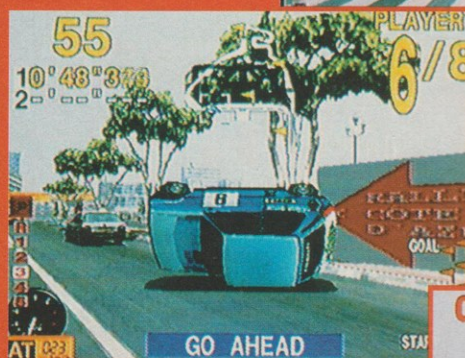
Konami are also considering – right at this moment – a special 'pay for power' type of system. Pay the regular price and you get to choose

Watch those crowds split as you race through the town like a giddy kipper.



You have to reach a set goal during the game, and although you can drive anywhere, there's only one real route...

The bomb-carrying 'tag mode'. You're furnished with an on-screen map to help you find everyone else, though.



When you complete a race, you're 'rewarded' with a critique, detailing your driving skill, lap times, ranking etc.



The basic driving system is the same as in Konami's Winding Heat, although that racer doesn't feature a 'side-brake'.



pitball



New 4 Playstation
coming soon



**WARNER
INTERACTIVE**

Wahey! They let us come back for the new series! The big boys of GamesMaster, with their clever TV technology, for some reason allowed their foolish young magazine friends to wander freely around their set and trip over wires. Here's what we found out...



GGGAMESMASTER

AS SEEN ON

'Sprites, Camera, Action!' and everybody laughs like it's the first time they've heard anyone say that, and all of a sudden London Docklands is the loveliest place you could possibly be. The feeling of universal happiness is beaten to a muddy pulp forever after, however, when one of the blokes in charge of the smoke machine gets a little too good at his job and sets off what is perhaps the loudest fire alarm since Ed the Duck.

Moments later, there are a million fire engines outside the studios of GamesMaster (which is built, interestingly, in the shape of a big church), and thousands of firemen

running around like pianos, meaning that filming is pretty much finished for the day. So, while the world is in complete and utter confusion, we take a naughty walk around, and bump into a few people we think you should know about...

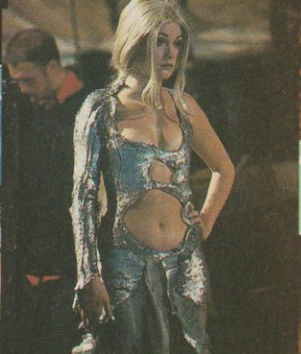
The infamous Dom 'stance'. A cocked head, a subtle greasing of the palms and a hair-trigger tongue. The fella in blue's a third of the way there already.



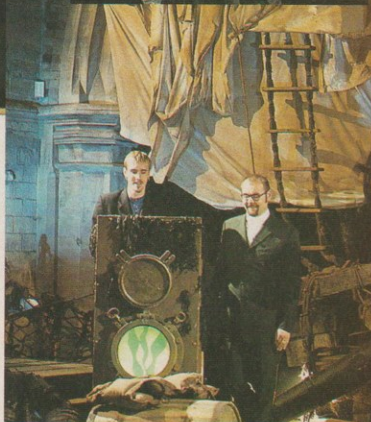
THE GAMESMASTER GALLERY



"Yes, but have you ever seen one this big, boy?"
"Oh Mr Diamond, you're such a wag!"



(Above) "Uuuuuuhhhh... quite remarkable."
(Left) FACT: As this series gets nearer to its climax, so the costumes peel away.



(Above) Even mergirls have to take the weight off their flukes now and then.
(Left) "Mine's the brunette."

DANNY JOHN JULES

The man who made his millions dressing like a dandy and pretending to be a cat on TV's Red Dwarf, TV's Danny John Jules is playing games. We cornered him.



GM: Are you into games, then, Dan?

DJJ: No

GM: No?

DJJ: No, I never play them. It's just a patience thing with me. I've no time, what with learning lines and things like that. But I don't mind this one.

GM: Wipeout 2097?

DJJ: Yeah. I don't mind this one at all. It's like driving, well not driving, but like a shoot-em-up. Reminds me of when I used to have an Action Man.

GM: Right.

DJJ: This is just like driving StarBug. And

I don't use any airbrakes. I'm like a kamikaze, me. I was so glad when I turned it on and this Firestarter track was on... The Prodigy goes with everything.

GM: Really?

DJJ: Yeah, I always like them, the guy with the earrings, you don't know whether he's putting it on, like you do with bands like Babylon Zoo and that and everything.

GM: Mmm. So are you into games, then?

DJJ: No, I'm not a games man, no.

GM: Right.

DJJ: Mmm.

BEAR VAN BIRS

She's the slightly mad-in-the-head Dutch/Danish/Scandinavian Top of the Pops presenter famous for making her ever-so-slightly disturbing and definitely uninvited (but curiously welcome) appearances on our glorious broadcasting system. But just how much does Bear Van Biers really care about videogaming and the fun that lies therein?



GM: So, Bear, what are computers and how do they help us learn?

BVB: Oh, computers, I'm a bit frightened of computers, they make me scared, but I like games, games are good, I love them.

GM: Yeah? Judging by your performance today we're tempted to think you may be saying that just to please us, but go on.

BVB: The games where you go hang-gliding or skiing, I really like those. *PacMan* was good.

GM: Well, you obviously relish being bang up-to-date when it comes to the latest in videogames technology, but what, in your humble TV presenting experience, is the finest?

BVB: *Doom*! It's violent, but it makes me laugh.

I like *Quake* too, but *Doom* is best. And I really like *Duke Nukem 3D*, where you wander around. If I'm not moving about, though, I like to shoot.

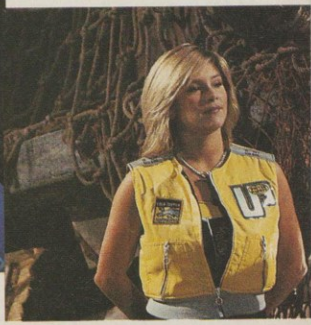
GM: You're a scary lady, Bear – like that woman off of *Skunk Anansie* only with a bit of Pam Ayres thrown in, but what did you think of Dominik, like, really?

BVB: Dominik is wonderful. He lets me curse on his show. But it's a bad habit to swear. I was thinking about this earlier. People think if you swear and you're a girl, it's cute, but I don't think so.

GM: Bear Van Biers, you are very wise.

BVB: Thank you very much.

(Left) An intimate moment between Dom and the director. Shared by Samantha 'Crazy like a Fox' (Below) *Sega Touring Car* gets the GamesMaster challenge treatment.



JONNY FFINCH

He's Cheeky Chooky Ffinch, the man responsible for the way GamesMaster looks, tastes and feels, and he's a happy happy man. Today, the man we like to play squash against on Thursdays and drive rally cars with on Sundays is sporting a Next jumper, Nike GTs and a shiny flop of smiling hair, and looks every bit the producer of the nation's finest videogames show that he most probably might be, but what controversies will he deem fit to dredge up in this touching and EXCLUSIVE! interview? Oooh.

GM: So then, Jonny. Or can I call you Chooky?

CCJF: Jonny, yeah.

GM: Because we call you Chooky in the office.

CCJF: Right.

GM: So then, Jonny. Atlantis.

CCJF: Yeah, Atlantis. Um, well, it's all set in this ruined underwater splendour, with a giant, magnificent vista out onto the open seas.

GM: That's a beautiful image, Jonny.

CCJF: And a glorious golden beach, an old and a shipwrecked galleon.

GM: You beast, you romantic beast.

CCJF: And a couple of really rather visually-stunning mermaids in very tight-fitting costumes.

GM: Yes, we've admired those too. But why, in the name of Hattersly, is it all Atlantis-based?

CCJF: I suppose, because we were in heaven last time, we tried to think where it'd be possible to go after that, and we just imagined Dominik falling from the skies above and where he might land.

GM: We can see it coming.

CCJF: And of course, he'd land in the sea. We thought that'd give the series some very outlandish possibilities.

GM: And mermaids.

CCJF: And mermaids.

GM: And are the level of challenges improving with every passing glance?

CCJF: Mmm. Last series we tried to produce individual challenges more, rather than just get a couple of kids that really didn't have any relationship with each other, and make them play a series of platformers or beat-em-ups, and so we tried to pick contestants who are suited to the games they're playing. So we'd visit arcades up and down the country to hunt out and capture the very best gamers.

GM: What. You'd actually visit them?

CCJF: Oh yeah. Well, to be frank, most of it was done over the phone, because it's hard to get out of London.

GM: Yes, what with all those many roads in the way and everything.

CCJF: So we'd do the trawls in London, and then find out who the best players in the country are by phone, and get them down to London.

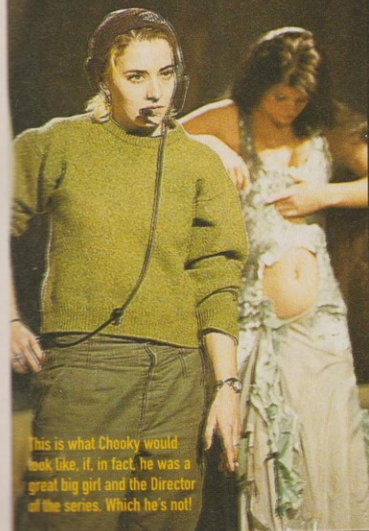
GM: Great. Can we call you Chooky without fearing a negative response, now?

CCJF: Yeah, may as well make, but I'd best be off to 'Produce' the first challenge for show 8, okay?

GM: Suppose so.

CCJF: Cheers.

GM: Cheers yourself, Chooky.



This is what Chooky would look like, if, in fact, he was a great big girl and the Director of the series. Which he's not!

RAVI CHOPRA

GamesMaster's chirpy runaround researcher is, quite possibly, the busiest man in showbusiness. With headphones and a mic strapped permanently to his sobbing head, we decided to lock him in a room and force him to reveal all.



GM: Right, then. GamesMaster. Can't all be fun, fun, fun?

RC: No no no. Tight deadlines, studio problems, filming 18 shows in one and a half weeks...

GM: Tsk.

RC: ... telling celebrities what to do, all those game crashes...

GM: Yeah, alright, mate.

RC: ... Producers telling you what to do, working out the problems that arise from moment to moment...

GM: Ooookay.

RC: ... smoke alarms going off, models going missing, getting hold of games that will still be up-to-date in February next year, hassling PR people. That kind of thing.

GM: And lots of other things besides, I'm sure. And the good parts?

RC: You get to see a lot of games, and meet new models every series. And Danny John Jules, who is probably the nicest, most genuine man I have ever met.

GM: But what about Dominik?

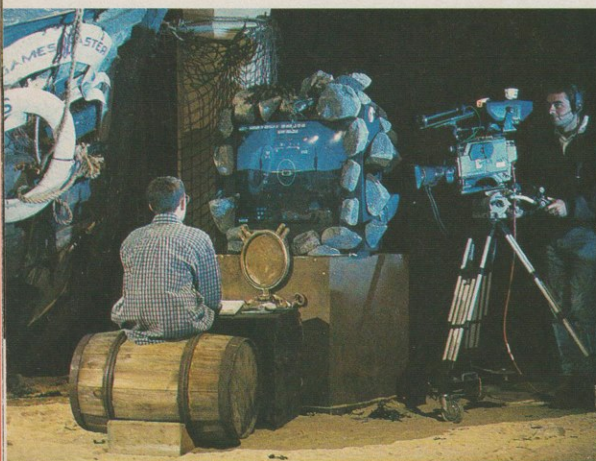
RC: He's always really cool, making jokes, and making us all laugh on set and stuff. He's always up for GamesMaster, and he's such a professional holding all that information in his head, and certainly the best TV presenter I've ever worked with.

GM: Yeah, we love his Scottish socks off.

RC: The best TV presenter ever?

GM: That's the feel good ending we're after.

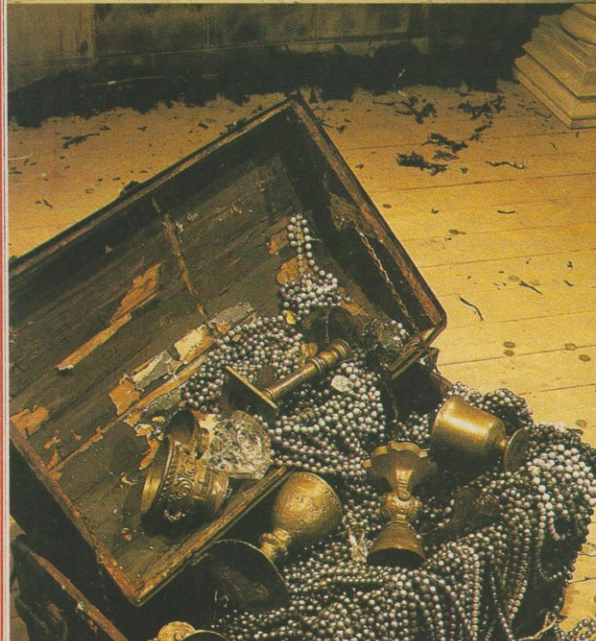
RC: Cool.



The view you can only exclusively get from GamesMaster Magazine. Notice how the cameraman is mocking 'our kid's' patry attempts at flight. Hah!



See how the Director crouches menacingly behind the quivering cameraman, dribbling with excitement at the glory of Sega Touring Car.



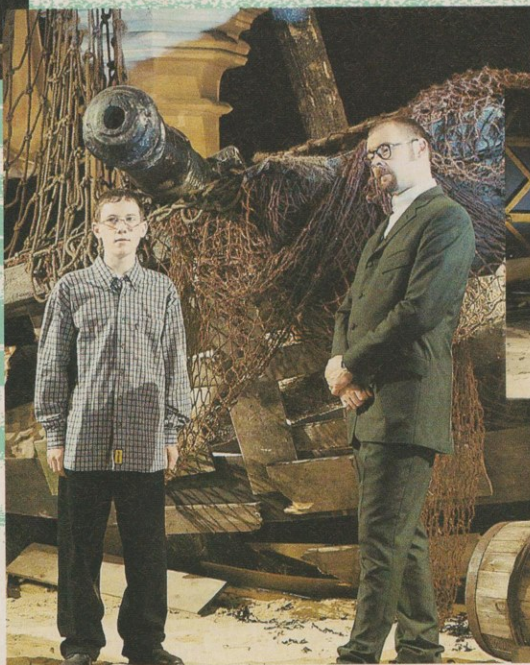
(Above) Safe in his clam-like salty parapet, Dom and second-hand co-host can mock them there merbirds. "Look at the size of her gills!" "Water babel!" "You stink of kippers!" And that.



THE FIVE WORST BITS OF GAMESMASTER, EVER!

(Left) Come on me dear,
your plaice or mine?
WAHAHAHAHAHAHAHA
AHAHAHAHAHAHAHAa.

1. That bit at the beginning of all the shows in series three where Dexter Fletcher would run on.
2. That bit just after the bit right at the beginning of all the shows in series three where Dexter Fletcher would start speaking using his special, rub-a-dub-dub cockerney voice.
3. That bit just after the bit where Dexter Fletcher would begin talking where he'd introduce bewildered contestants and make them feel really great about themselves.
4. That bit where Dexter Fletcher wouldn't bring his top telly girlfriend Julia Sawalha on. And kept talking with his BLOODY mouth instead.
5. That bit where everyone started to realise they'd have to get Dominik Diamond back.



Aaahh... joyage at the bottom of the sea. Or not. You see, not everything goes according to plan. Take this joker here with his head between the seats. Foot!

Winkle here was plucked from gaming obscurity to take up one of 'Uncle' Dom's 'challenges'. And you can just smell how rigid the goggle-eyed fella is with fear.

BUSTER

Laughing like a sellotaped chimp in the corner of the courtyard is the bloke in charge of GamesMaster's security. It's Buster, (who we like to make tables with on bank holidays).



GM: Hello there.
B: Yeah.
GM: What do you do?
B: I sort things out.
GM: Things?
B: Well people, mostly.
GM: And do you do it well?
B: Very well.
GM: Because you, well, you don't look all that hard, if you don't mind us saying.
B: I could take you. I could take most of the people here.

GM: Even Sanjay?
B: Oh yeah. I'd probably take him with a headlock and use my feet to pummel his shins.
GM: And Northern Uproar? How would you sort them out?
B: I'd probably run at their stomachs with my head and try to catch them off balance, then sweep their legs again, using my head before just kind of sitting on them for a while.
GM: And how would you teach me a lesson?
B: With ease and delight.
GM: Cheers, then.

GM: Dominik, you're back then.

DD: Oh yes.

GM: And better than ever?

DD: Funnier than ever, I think. The show generally is a lot funnier this series. I don't say 'pants' any more. Dropped 'pants'. Say a few 'trousers', though. And I still say 'quite literally' too many times. Less 'pants' this year, anyway.

GM: Any other changes?

DD: Not a massive amount, mate. Probably the best set we've ever had, though. And new girls, that's about all the changes, I think. I dunno, I just turn up and do it and shout at people when it all goes wrong.

GM: Mmm, you're quite, um, 'vocal' on set.

DD: Yeah, well it's my show, and I'm quite protective of it, which I think is fair enough. I don't like things going in it that I don't want there. I think after five series, this being my fifth, I'm allowed to do things like that, y'know?

GM: Ever think back to the days of Dexter Fletcher and weep with joy?

DD: I never saw any of that series. Nothing to do with me. They made a big mistake, and it'll be interesting to see what happens now.

Dominik Diamond
He's the main man, he's our
top telly chum, and he's
Dominik Diamond, ALL
AT ONCE! The man behind the
fronting of GamesMaster, who
we like to play
Ker-plunk with on Tuesdays,
speaks out.

DOMINIK DIAMOND

GM: How d'you mean?

DD: Well, I've quit.

GM: Uh?

DD: Yup, this is totally, definitely, incontrovertibly my last series, so I dunno what's going to happen next year, but it's an amicable enough agreement...

GM: B-b-but why?

DD: I am sick of knowing that I am potentially the best presenter in Britain.

GM: Fair enough.

DD: I've got to convince 50 million people of that, and I'm not going to do it at 6 o'clock on Channel 4. There's no other presenter alive who could do a videogames show like I've done it, and if you can do that and be funny at the same time you can do anything. I look at Chris Evans on TFI Friday... that's not hard, to be funny about stuff like that. Try being funny about *Sega Rally*. I've got to move on, I've been lazy, I need to break free from the financial safety of GamesMaster and get on.

GM: So, before the nation begins its mourning, that's it with you and videogames?

DD: Yeah. Sorry guys.

GM: Sigh. Ah well, just one last thing, seeing as how you're off...

DD: Yep?

GM: TV's Dave Perry, then?

DD: Every year I say I don't want him on the series and for some reason every year he's on, and so I just humiliate him. As long as he's happy to do that, then fine. He knows I feel this way.

GM: Blimey, we'll be glued to the box when Mr Perry stands there next to you. Dominik Diamond, thank you for everything.



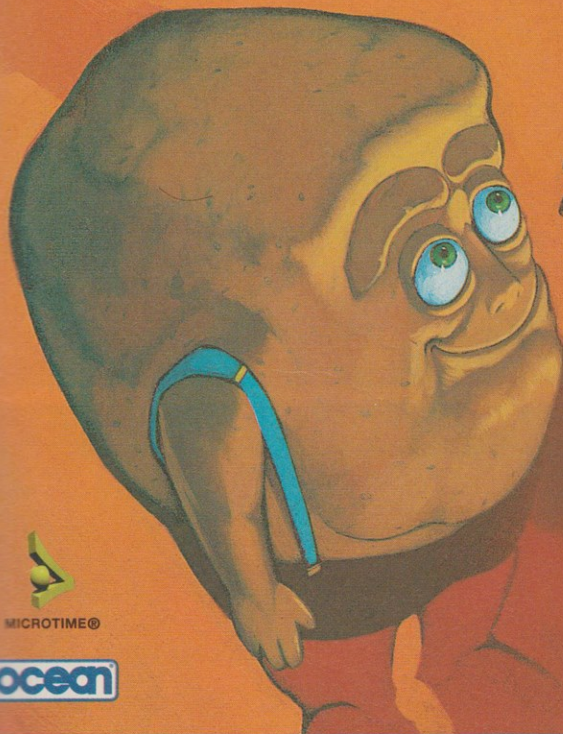
The man from Atlantis, in his full glory. But this could be his last series! Can the show tempt him back? Should they? Let us know...



The Cod Father. King of the Sprats. Secret Squirrel, the Smarmy Hamster... we know him as many names, and boy, we'll miss him.

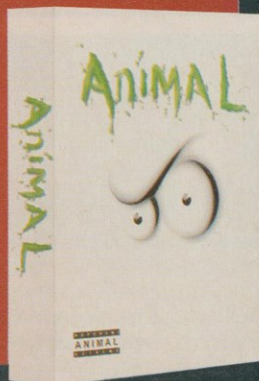
"HERE,
LET ME
TAKE YOUR
JACKET."

<http://www.peperami.com/mash/maim/disfigure/bash/>



MICROTIME®

ocean



PC CD-ROM

It's a byte of an Animal.

the frontline

GamesMaster unleashes the new hits

Brand new games for our brand new look previews section. This is where to look every month for the first glimpses of those hot games that will be appearing in a games shop near you real soon. Full reviews will follow on soon.

VIRTUA COP 2

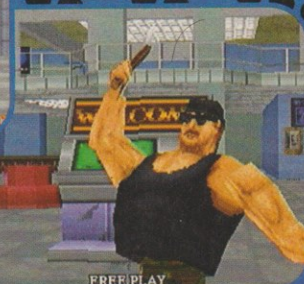
As spacey as Cagney and Lacey, or just a load of old Tosh from The Bill? Uh...



FOR
FROM Sega (AM2)
WHEN December '96
INITIAL DESIGN PROGRAMMING PLAYTESTING DEBUGGING FINAL VERSION



Stewie that bloke's shaking a stick at you. Just as well you've got a big blue gun then.



"Oh... look at the detail. Look at it, loves," gushed the mad fella from Sega as we sat playing his brand new game. But he didn't have to point it out with his swollen fat fingers – just one look at the screenshots using your sharp eyes will convince you of that.

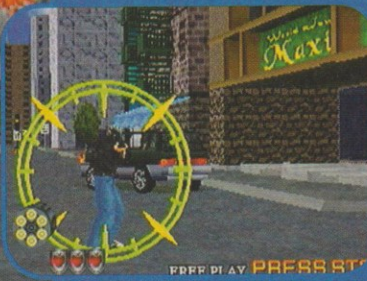
Virtua Cop 2 is, quite literally, an improvement. One that'll have you

dusting off your trusty light pistol and cavorting round your boudoir in spasms of joy. Weeeell, probably.

Optimised from the hugely successful arcade version, several key features have been improved on. The degree to which you can interact with the scenery has been upped considerably – banging away at quietly parked cars with your shoota is meatily gratifying – and the accuracy of the whole thing has been paid close attention to.

The gameplay is none too far removed from the original – it's a gun game after all – but you get to visit more varied locations, and the graphics are certainly vastly improved (at least, they are now that AM2 have sorted out the resolution on those textures).

One thing you might notice – or won't, to be more precise – is the fact that Virtua Cop 2 won't be the highest profile Saturn game this winter. With all the recent outcry surrounding guns, they have decided not to advertise it. Rest assured that we'll let you know when it'll hit the high street in our review next issue.



If these villains didn't wear those big circular targets they'd get away with it, the idiots.

FREE PLAY PRESS START

FIRST LOOK FIRST LOOK FIRST LOOK FIRST

firstlook →

Not a second chance to see, but a completely first time appearance in the hallowed pages of GamesMaster for these games at the bottom of the following pages. Keep your eyes peeled – we'll be talking a lot more about these games over the next few issues, although the best are on for the ones that'll slip back into development hell...

Herc's Adventures

Action Adventure • Virgin Int Ent • Spring '97

Coming to a PlayStation and Saturn near you (well, far from you as well), is this one-or two-player adventure which pits the muscles of Hercules, the speed of Atlanta and the weaponry of 'our' Jason against the hot might of Hades.

Your logatastic task is to rescue Persephone from the sweaty hug of the king of the Underworld, and you'll have to

pass through over 40 worlds and take on such classic monsters as the Cyclops, the Seven-Headed Hydra and an army of skeletons. Ray Harryhausen would be turning in his grave, if he was dead that is.

Spewing from the infamously creative womb of our friends LucasArts, you can be sure this is going to be one deadly, but, funny, gorgeous-looking romp. More on this as soon as we get our hands on it.



Virtua Cop 2 ● Herc's Adventures ● Bubsy 3D ● Mr Bones ● Tempest ●
ReLoaded ● XCOM ● Ms Pacman ● Trash-It ● UEFA Champions ● Bug Too! ●
VF2 ● Mystaria 2 ● Power F1 ● Murder Death Kill ● Broken Helix ● Soul Edge ●



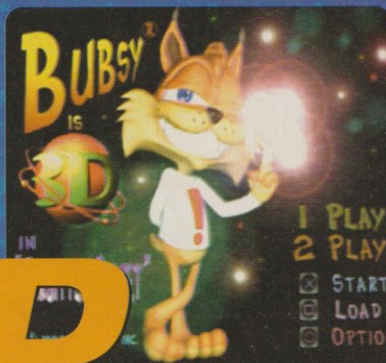
Get you've never seen ye olde bobcat from this tricky trickster angle. The little manx.



Follow the arrows, son, for they are your guiding, pointy friends from cat heaven.



We have to admit that even we, the GamesMasters, don't know what's going on.



BUBSY 3D

FOR  
FROM Telstar
WHEN Dec '96(PSX)/Jan '97(SS)
INITIAL DESIGN PROGRAMMING PLAYTESTING DEBUGGING FINAL VERSION

Busby? Bubsy? Eh? What's the story, Pedro?

And another 16-Bit critter leaps into the flaming 3D spotlight... Yes, he's back! Furrier than ever, more bobcat-like than before, stunningly rotund and flatulently real, Bubsy's back to tackle them there evil Woolies once again. But this time on their own turf.

There's a spot of catnapping going 'dahn', you see... On the planet Rayon, the twin queens of the nose-shooting, rock-hurling Woolies - wait for it - Poly and Ester, are scheming to take over Earth. But one thing stands in their way. The SNES/MD two-game semi-star. A big cat, if you please. So, off to Earth they send a crack team of commandos, with orders to nick off with Bubsy and drag him back to Rayon imprinted on their tiny but nasty minds.

So, the whole point, the entire aim of the game, is to get our Bubsy home. And



Fly cat! Fly like there's no tomorrow. today. heck - even yesterday! Taste the freedom!

there's a filthy great assortment of 16 cartoon polygon-rich 3D worlds lying between you and escape. These cover over 10 acres of game space, and as you expect are spiced with plenty of pug-ugly

monstrosities (as well as a boss every four levels, natch). Nose-blowing woolies, sabre-teeth dogfish, musical jingleworms, rippers, flying saucers with tractor beams, slimy screengs and your ubiquitous game enemy, the 15-foot tall woolie mammoth, all mill around, arise about the place and generally get under your feet.

The 3D world will certainly allow for a greater 'depth' of movement for our kid. You'll be able to make him jump, slide, fly and scamper all over like the flighty feline he wants to be. One of the things that should kick this up there with the quality platformers is the simultaneous two-player competitive mode, it's being described as a virtual 'tag' game. This sounds intriguing, but you'll have to wait and get a load of our review in the next issue of GamesMaster to find out if it all gels together well, though.



LOOK FIRST LOOK FIRST LOOK FIRST LOOK FIRST LOOK

Mr Bones

Adventure ● Sega ● Winter '96

Schpooky one from Sega. You control the spindly frame of Mr Bones, a calcium-enriched fella with a penchant for moody blues guitar pickin'.

The creaky chap has to take on the Army of Darkness created by the evil Dagoulain. So you're a good, kind of groovy, skeleton. The game itself is one of those multi-layered affairs, with different levels taking different gaming types and tarting them up

with some lush visuals. The cut-scenes linking the various parts of the story are particularly engaging. There's a regular platform-style section in there, where you have to avoid a bunch of rolling logs, a beautiful 'flying through a cathedral' level, a match-the-song guitar piece, even a mad-all-over-its-face skull-rolling section. It's madder than Joe Wicks on Freaky Friday.



Tempest

3800

Head Blast ● Interplay ● Winter '96

Regular GM readers will be familiar with this amazingly simple shoot-em-up. So pure as the bleedin' driven snow was it, that in its Jaguar incarnation, *Tempest 2000*, was one of the highest scoring games in GamesMaster's history (even The Prodigy were dead keen on it when we gave them a gander). You control a chunky polygonal 'thing' in the game, which can be made to spin along the outside edge of a 'web'. All you have to do is shoot the enemies crawling their way towards you, and, er... avoid dying. Top advice there, but it really is that simple.

Saturn gamers will be able to get stuck in with *Tempest 2000*, a version which features *Tempest Plus* (an enhanced version of the original), *Tempest 2000* and *Tempest Duel*. PlayStation-heads get the new instalment in the series, *Tempest X*, with gameplay tweaks and a rubbing down for the graphics.



*Some Games are Simply Streets Ahead
of the Competition*

"A
must-buy classic.
SimCity 2000 is a big
game in every sense -
there's never been a more
detailed or comprehensive
sim on the Super NES."
NMS - 93%



SIM CITY 2000

THE ULTIMATE CITY SIMULATOR

HOT PROPERTY FOR THE SUPER NINTENDO

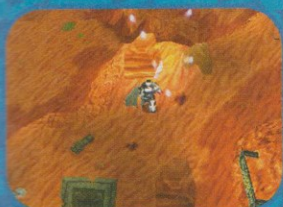
- \$ Superb conversion of the PC CD-Rom smash hit
- \$ Build vast cities using past, present and future technologies
- \$ Improved graphics and user interface
- \$ Enhanced charts and graphs providing even more control
- \$ Totally customisable terrain
- \$ Battery back-up plus 256K S-RAM



SUPER NINTENDO
ENTERTAINMENT SYSTEM



RELOADED



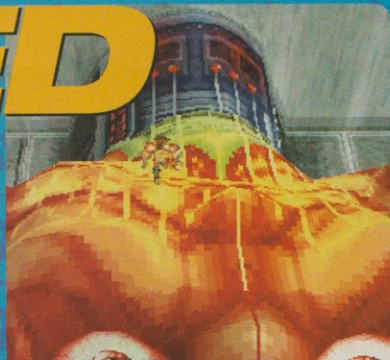
Look at him, making a mess all over the place. Someone's going to have to clean that up.





Pink bloke running about on a fiery level. He'll get a tan if he's not careful.



Well this is an impressive looking level. Lots of brown bits and a track through the middle. Wow.



FOR  

FROM Gremlin Interactive

WHEN December 97

INITIAL DESIGN	PROGRAMMING	PLAYTESTING	DEBUGGING	FINAL VERSION
----------------	-------------	-------------	-----------	---------------

Loaded. Top shoot-em-up or over-hyped rubbish? It was a split verdict but Gremlin are coming back at ya with the sequel from hell!

Gremlin's *ReLoaded* is the sequel to *Loaded*, obviously. They reckon that by Christmas last year, one PlayStation owner in six had a copy of the original. That's a bit of a tricky sales figure to live up to, but *ReLoaded* will be selling to all those fans whose thirst for the mindless projectile-related violence of the first game has not been quenched, so even greater things may come to it.

So what have they done to this to outshine the original? First, the bad news: the game has barely changed. Next, the fantastic news: a whole lot more's been added to the gameplay. All bar one of the abnormal characters have been retained, however, and joined by two more; a cyborg nun called Maggie

(with one mother superior of a weapon), as well as The Consumer, who works as a researcher on Watchdog.

But the real improvements come beneath the surface. The manic, firearms-intensive gameplay has been kept firmly in place, but there is now far more depth to the game. The most obvious addition is the Friendly Fire option, enabling you to

pretend you're an American soldier and shoot your partner in a multi-player game. *Loaded* deathmatches await! Aside from that, there are more puzzles, and you'll be required to get information from the dubious characters who cross your path occasionally (this means, *Loaded* fans, that yes, you'll have to "think". Terrifying, we know, but trust us - it's good for you).

The characters themselves all now have special moves, and it sounds like they'll need them. The new performance analysis at the end of each level actively encourages greed and violence. Rewards go to those who kill and

hoard the most while an undisclosed punishment goes to any who fail to measure up.

ReLoaded is gearing up for release very soon, and GamesMaster will be firing the Gert 'Punisher' Review Cannon squarely at it in the near future.

WHO NEEDS PLOT JUSTIFICATION?

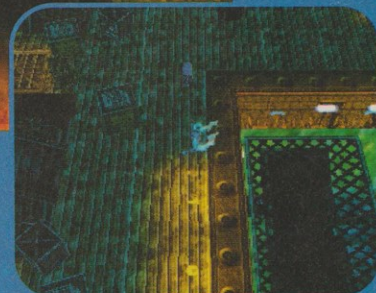
The slightly questionable story of *ReLoaded* goes thus: at the end of the last game, F.U.B.'s brain pod escaped, eventually landing on a planet of struggling artists and hippies (the planet Glastonbury, presumably), where a strapping chiselled god of a bloke discovers it. That night, F.U.B.'s thoughts seep into his brain, and he renames himself C.H.E.B. (charming handsome erudite *****). He forms a terrible plan. And so it concludes. These wacky software developers, eh?



It's a rabbit, wearing fluffy bunny slippers. Agh, kill it quick.



He can't be that 'ard, he's wearing a bit of a pink suit and a green shirt. We reckon we could take him on easy.



Those famous *Loaded* lighting effects are back, let's hope they've bought their cousin gameplay over with them.

XCOM

Think-em-up • MicroProse • Dec '96

Sub-titled *Terror From The Deep* this strategy game from MicroProse pits you against an alien invasion from under the waves. You take control of various bases, sending out men and ships to counteract an invading force. You have to tool up the troops and control their actions in the turn-based combat and exploration section. Money comes from completion of successful missions and you have to use this to expand your existing base and resources, or start to build new ones. The game starts off simply enough but a few missions in and you're gonna find yourself up to your neck in aliens and various invading fleets.

The first XCOM suffered a bit from a decidedly PC like control system but this time around the programmers are making no mistake and adopting a new, joystick friendly one. The game has got stacks of missions so should take an while to finish.

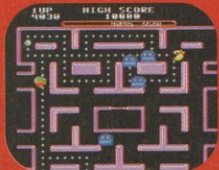


Ms Pacman

Gobble-em-up • THQ • Jan '97

The fact that a yellow blob who could say no more than, "Wacca wacca" went to become a cult videogame hero is pretty remarkable. The fact that he now has a range of clothing with his name on it is even more remarkable. The fact that he now has a girlfriend who is now the star of her own range of games is taking it to ridiculous extremes.

Ms Pacman is the last in THQ's trio of SNES releases for early next year and in all fairness is probably the weakest. It's not all that far removed from the original *PacMan* with just a few additions to the gameplay. Compare *Ms PacMan* to some of the other titles around on the SNES right now and it hardly rates as one of the most playable things but if you're into retro gaming then this will no doubt take you back to your long lost youth (if you're old enough to remember this).



TRASH-IT

A game about rubbish and hammers?
Sounds really good...

FOR   
FROM **Rage/Warner Interactive**
WHEN **January '97**

INITIAL DESIGN PROGRAMMING PLAYTESTING DEBUBBING FINAL VERSION

Perhaps that intro's a bit harsh. *Trash-It* could actually turn out to be rather splendid. It's original, it's multi-player – 16 players multi-player, to be exact – and it looks glorious in places. And with over 100 levels on offer, there's plenty of challenge to be had in here.

You play Jack Hammer – nice! – who inhabits a strange world populated by Timmies. The evil Doctor Moonbeam has a devilish, not to say, cunning plan formulating in his diseased, horrible little mind. Strangely, it involves him planting concrete seeds which, in turn, grow into vast buildings. And that's where our old mucker Jack the lad comes in. It's his job to knock the blighters down and stop the despicable Moonbeam before the very essence of time is destroyed. Yes.



Dr. Moonbeam! What a crazy guy! Loves tea. The tricky young scamp. Tsk.



There are over 30 different hammers to choose from – something to, obviously, get very excited about – and, according to the Warner Interactive, “a licence to vandalise”. But, despite it sounding more than a little pretentious, this could prove to be top notch fun.

The first few levels aren't even likely to challenge Bianca in the brain department but, once you've worked your way into the game, the layouts become more complicated with multi-stores and massive

jumps to be traversed. The whole thing takes on a manic feel when there's more than one of you. All the sprites pack enough humour to raise a smile and there are some glorious intro and outro

sequences, all fully rendered. *Trash-It* should be making an appearance in early January – at this moment the very final of final touches is being put to it – and will be falling into our sweaty grasp next month. It's not going to be the “quintessential stress-buster” as Warner would have us believe but it may well prove to be one of those games that creeps up on you, grabs you round the neck and keeps you there until you come to really rather like it. We'll see, eh?

HOW DO THEY DO THAT?

People often write in and ask us just how in the name of Balthazar Getty developers go about making games. And, to be honest, we couldn't give a freak about the oh-so-tedious technical aspects. If we wanted to know about alpha code and x-tracking we'd do a degree in Astrophysics. But, due to the fact that we're good mates with Warner and Rage, we've managed to get these shots of the very earliest stages of *Trash-It*'s development. These screenshots are templates for some of the later levels in the game. There we are. Don't say we're not good to you lot.



The levels look tidy, do they not? But does the game play well?



Little boy blue there loves a bit of it. Rubbish, we mean. Loves it. Y

FIRST LOOK FIRST LOOK FIRST LOOK FIRST

UEFA Champions League 1996/97

Sports Sim • Philips • Spring '97

With 16 teams on offer – including Rangers and Man Utd – and a fluid, 3D game engine, UEFA offers you the chance to compete in Europe's top club competition. And because this is the official licence, Philips have been able to construct their stadiums using plans of the actual grounds. So, you will be able to play as Man Utd at an Old Trafford that actually looks like Old Trafford.

As well as the UEFA competition there is also an international option with 32 FIFA teams available allowing you to play in a sort of World Cup tournament.

The game has been developed using motion-capture and every match will have the now obligatory 360° camera. There will also be the music and graphics from the television show. Thankfully – or unfortunately, depending on which way you look at it – Bob Wilson won't be involved. We await with interest.



PC

PlayStation

Saturn

Bug Too!

Platformer • Sega • Winter '97

With *Bug!* being one of the surprise hits of last year it was surely only a matter of time before this follow-up arrived on the scene. Sega, after all, can see when they're onto a bit of a winner. And, in the main character, they've got an instantly recognisable mascot. This sequel isn't merely a cash-in. Much work has been done to put right what was wrong with the original. Bug can now run allowing for some speedier gameplay and an improved graphics engine has heightened the 3D feel with locations set underwater, in a

dungeon, in outerspace and even in the middle of a kaleidoscope. Two further characters have also been included to add much-needed variety. Maggot Dog and Super Fly will give the second game some spice. Indeed, all characters will now come to life via that wonderful thing called sampled speech. And, as well as that, Sega also promise some superb animated sequences. Interesting...



PC

PlayStation

Saturn

VIRTUA FIGHTER 2

FOR
FROM **Sega**
WHEN **December '96**

INITIAL DESIGN PROGRAMMING PLAYTESTING DEBUGGING FINAL VERSION

Ooh, beat-em ups. The huge, great strapping sight of them is enough to send you hiding for cover. Too many of them, we say. Far too many. And yet we are not so blind as to not recognise the delights of a genuinely solid 16-Bit conversion when we see one. And - by heck - we see one in *Virtua Fighter 2*. Oh yes.

But, sad as it may seem, that is all we can divulge for the time being what with this patch of particularly purple prose appearing in our previews section and all. Except for the fact that this Mega Drive 2D incarnation of Sega's very favourite beat-em up includes some exquisitely proportioned elements.

For starters every single move, or at least as near as dammit to most of them, have been included. Quite a coup for Sega, we think you'll agree, especially considering the condensed working environment and all. And, on playing VF2, it becomes beautifully obvious that they're not bleedin' well lying. The game is positively packed to bursting point with the old bone-crunchers.

Eight characters are included - Akira, Jacky, Jeffrey, Kage-Maru, Sarah, Lau, Pai and Wolf - with Shun Di and Lion Rafale dropping back to the substitute's bench (well, somewhere in the dressing room anyway). The reason for this? Unclear, quite honestly, but it certainly has something to do with the restrictions of the machine.

Ultimately, though, this probably won't matter as more attention can be paid to the eight available characters and their individual backgrounds. Everything else, however, remains untarnished. They'll be ample opportunity for ring outs and multiple

'The last great Mega Drive game?'
How many times has that been said, eh? EH?

combos thanks to the fact that they've both been included and the good of Custom Versus mode has been shoved on in without the slightest thought as to the wheres, the whys and the do-you-mind-if-I-don'ts. Tsk.

With the criminally good UMK3 running, jumping and leaping onto the Mega Drive next month it should make for some rather interesting tete-a-tete in 30 of those things they call days. Find out how both fare in next month's gorgeously crafted issue.



Notice how the smaller character sprites helps emphasise the size of the arenas.

Action Star? What sort of a piggish job is that, eh. Pai? Who d'ya think you are? Lee Majors? Chuck Norris? Pah...

PROFILE
Name Pai Chan
Country Hong Kong
Birthday 1975.5.17
Sex Female
Job Action star
Blood Type O
Hobby Dancing

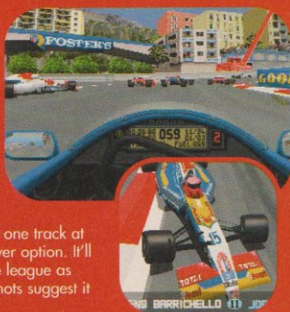


The victory poses - or dances, in Pai's case - seem a tad weak in 2D. We're more concerned with how it plays though. Oh yes.

Power F1

Driving sim • Eidos Int • Spring '97

Following closely in the footsteps of the splendid PlayStation F1 comes Teague's Power F1 for the PC. More a companion than a follow-up, PF1 - another official licence - has 17 tracks, all accurate in layout and design, different weather conditions, a workshop, three play modes (a single race, the championship and a shoot-out in which you take one track at a time) and a split-screen two-player option. It'll have a hard job living in the same league as *Psygnosis'* effort but these screenshots suggest it has much to offer.



Mystaria 2

RPG • Sega • Spring '97

The original *Mystaria* was a strange old chestnut: an RPG in which you moved your players across a chess board-like playing environment. It had its critics, though, weighing in as a messy strategy game that didn't know which direction to take. For this sequel, however, Sega have addressed the problems putting the emphasis on more traditional RPG elements such as character interaction and a Sword and Sorcery storyline. The graphics have also been given the once over with the new game taking on a much more solid isometric feel. The game should be out just after Christmas.



MURDER DEATH KILL

It's a shame that these screenshots can't convey the smoothness of *Murder Death Kill*—it's smoother than that silky bird from the Galaxy ads.

FOR  
FROM **Shiny/Interplay**
WHEN **December '96**

INITIAL DESIGN PROGRAMMING PLAYTESTING DEBUGGING FINAL VERSION

Guess this won't be a cute platform game, then...

Although *MDK* isn't brimming with jokes, you can still sense that 'sick' Shiny humour. And the characters are clearly from the mind of Shiny's diddy Dave Perry.



Jump off buildings and other high points, then press jump again to get these 'wings' to open up.

This is a bit of a departure from what made Shiny famous. You won't be seeing any worms or weird worm-related antics here. What you will see is a tense mixture of 3D blasting action and exploration. And a dead cow.

You have to freefall through space, land on planets and clear them of alien invaders. Sounds deathly simple, but Shiny have introduced features designed to keep you coming back for more. Guns,

obviously, play an important part. You could hardly have a title like *Murder Death Kill* and not have guns, could you? Your weapon has two stages. The normal stage is where you run around killing anything you see when it gets in range. A swift press of a button though, and you enter the sniper mode. From here you get an extreme close-up of your target and you can pick it off at will. And instead of just shooting a creature and watching him die slowly you can now actually blow specific parts off of them.

Before you get down to the planets though you have to freefall through space, avoiding

all the radar beams. If they find you they'll fire a whole load of missiles after you. Nasty.

MDK's graphics create a grim 3D world inhabited by some pretty amazing-looking aliens (none of your Independence Day Giger rip-offs here, mate!) and some pretty slick gameplay seems to have been enhanced further by loads of little gimmicks and

tweaks that make the game appeal even more to the ultra-violent twisted alter-ego that lies dormant in your fine fat head.

The PlayStation version won't be out until late next year and while it won't quite look as good as the PC

game, it will feature all the gameplay and the same excellent control system. *MDK* is Shiny's first PC game and it looks as though they will be debuting with an impact of Spice Girls proportions (only they won't be appearing topless in the papers).



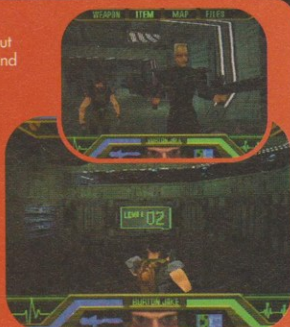
FIRST LOOK FIRST LOOK FIRST LOOK FIRST LOOK

Broken Helix

Action-Adventure • Konami • Spring '97

We've mentioned this title before, but we've got hold of some new pics and it's time for a bit of an update.

You play Jake Burton, expert amongst the explosives crowd, whose voice is provided by Bruce Campbell (geezzer from the *Evil Dead* movies). It's a very mysterious adventure, and solid details about the gameplay are scant. Essentially it's a *Doom*-em-up, with barrel-loads of strategic elements, over 1,600,000 square feet of a 3D world to explore, all backed up with over an hour's worth of dialogue. Nice one.



Soul Edge

Slash-em-up • Namco/Sony • Spring '97

Namco's graceful, steady-smooth weapon-driven beat-em-up is taking rather too long to reach the PlayStation for our liking. After all, the original arcade version was done on a System 11 board, which is so 'PlayStation-compatible' that it allows for super-fast conversions.

The beauty of System 11 is that it's very close to the PlayStation in terms of the amount of polygons it can heave about the place with gay abandon (ie. not as many as the more advanced System 22). But it is compensated by the glorious textures it can dress these up with. So, you're in for a real treat if the conversion is up to scratch. Japan get it on 20th December. Arse.



BOB

The world's mellowest flea, he dreams of peace throughout the scalps of the world. Who needs a spaceship to fly, man?



"Quite simply one of the most beautiful games we've ever seen... THE adventure game of '96"
PC Gamer

Meet the Blubs: a mad family of pint-size aliens that have crash landed their spaceship in one of earth's filthiest dumps. You've got to help them repair it using nothing but trash, so they can return to their home planet for a much needed wash. However, they're also being pursued by the insane Khan and his gang of pissed-up thugs, who have a plan for total dump domination. It's time to get your hands dirty!



**DOWN
IN THE
DUMPS**

THE RUBBISH GAME THAT ISN'T



PC CD ROM, MAC
and PLAYSTATION PHILIPS MEDIA

ULTIMATE MORTAL KOMBAT®



The ULTIMATE
Fighting Game!



MEGA DRIVE

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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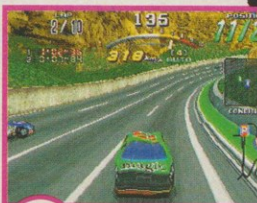
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Acclaim

REVIEWS



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The PlayStation and Saturn go bumper to bumper with driving games while some old friends return on the SNES... the Mega Drive goes football crazy... BMG's *Crash* beater finally arrives... war crimes made easy in *Command and Conquer*.

OUR REVIEWING GUARANTEE...

1. We play every single game to within an inch of its life.
2. We use the most experienced reviewers in the business.
3. Average games get average marks, ie. 50-60%.
4. We're not swayed by swish graphics - only gameplay.
5. We never, ever review demos.

MARCUS HAWKINS



Position: Editor, GamesMaster

Marcus has been retelling the story about his bid for rock 'n' roll stardom which lasted for one whole gig. Like we care.

LES ELLIS



Position: Deputy Editor, GamesMaster

Recording studios, loud guitars and late nights make up Les's pop at stardom. If only they'd remembered to press record.

TIM WEAVER



Position: Reviews Ed, GamesMaster

After featuring in Smash Hits next to The Spice Girls, film maker Tim settles down to his proper job while he plans a sequel.

AND OUR VERY SPECIAL GUESTS

They played while we nipped out for burgers, pizzas and sleep. The cheques are in the post guys.

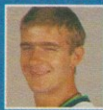
ZY NICHOLSON



Position: Gameplay Consultant, Bedsitland, Bath

Our undisputed beat-em-up king locks horns with Capcom's latest thumping effort, *Star Gladiator*.

WILL GROVES



Position: Deputy Editor, PlayStation Power

Little things please little minds which is why ex-GMster Will was the man for *Micro Machines Military*.

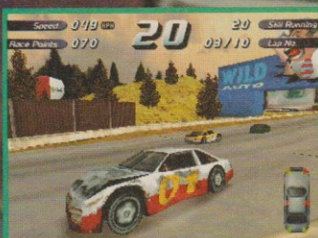
IAN HAWKES



Position: Skiver, Studentland

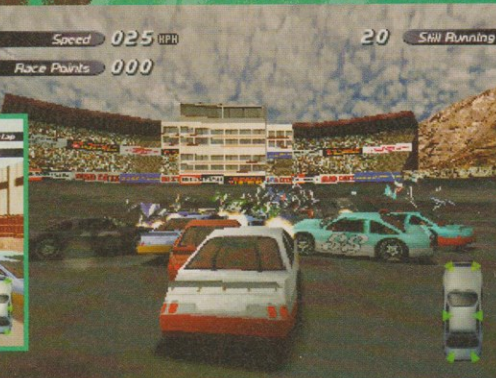
Last month we didn't show you his face so now is the time to meet GM's Mr Mystery, Hawksey. Lock up your daughters - this man's still single.

A nice profile shot of the car lets you see the kind of bodywork you're gonna have to do when the race is over.



I could have sworn there was enough room for me to get through there when I started to overtake him.

In the Destruction Derby, slam on your brakes at the start and let everyone else smash into each other.



DESTRUCTION

With more car carnage than an icy motorway, is Destruction Derby 2 the most over the top racing game ever? Here's where you find out...

AVAILABLE ON



REVIEWED

YOU WANNA RACE OR HAVE SOME FUN?

Racing and high speed overtaking is for wimps. Wouldn't you rather spend your time introducing your opponents to a brand new kind of painful bodywork. In other words, trash 'em.



First place and an open road ahead. Now you have time to get in the perfect position to take that jump ahead.

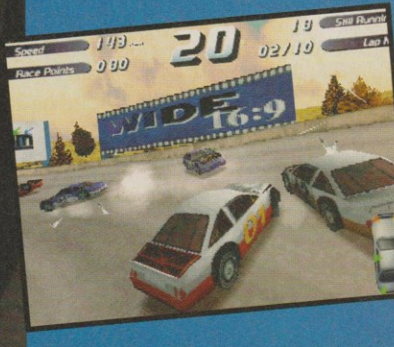
It's a little known fact that the Destruction Derby games are in fact based on the antics of those little boy racers that hang around in city centres. You know the ones. They always drive around in Ford Escorts, Vauxhalls or some car that belongs to daddy. They gather like dogs in supermarket car parks or any space where they can wedge two or more of their Gimpmobiles together.

Then they think it's oh so tough to race around a little circuit of roads as fast as possible. Yeah, that's right guys. You're big and clever and hard and please feel free to wrap yourself around a tree or a lamp post as soon as you can. As gimpish as these people may be, recreating their driving antics in the safety of a racing sim like this is actually rather fun.

Unlike Sega's escapades with the Daytona sequel (reviewed on page 38) Psygnosis have taken on all the criticism that was fired at the original game and come with a sequel that is, put simply, better. The gameplay has been souped up so that the driving owes more to the Dukes of Hazard car-trashing antics than anything you're

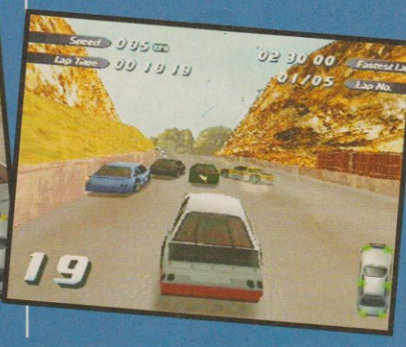
WRECKING RACE

The happy medium. You can race around the tracks to your heart's content avoiding trouble, but you are awarded extra points for getting your hands dirty in the action. The more damage you do to everyone, or the more spectacular the crash, the more points you are likely to get.



STOCK CAR

This is the safe option for people who don't like the sound of cars being turned into something that looks like an Iraqi tank. Avoid trouble and try to win the races nice and clean, like. Of course, if someone is in the way and needs a friendly nudge every now and then, you'll get away with it.



DESTRUCTION DERBY

This is it. You are going to get trashed in this, no matter how good you are. In the practice mode it's every man for himself as all the cars try to survive. Drive around the arenas watching your damage meter so that you know which side of your car to use as a weapon. In the full-on mode however it's everyone after you and your life expectancy is very low.





Someone is struggling against the wall so you just get in there and smash 'em.

You're facing the wrong way and there's no way through the pack. Race over.



The first three get ahead of the following pack who have to resort to ramming each other off the track in the fight for fourth place.

DERBY 2

likely to see in proper sporting events.

Instead of just racing around flat circuits bumping into cars you now get some quite sensational features. Some of the tracks now have jumps on them, ranging from little more than bumps to massive leaps that leave you in the air for several seconds. It leads to some dramatic moments like taking a jump at a slow speed, only to look up and see someone actually going over the top of you. Best of all though was the bit like The Man With The Golden Gun where they roll a

car in mid air by hitting a twisted ramp, you can do that here as well, but without a redneck sheriff yelling at you all the time.

More importantly now though is the handling. Whereas before your car was virtually guaranteed to become completely uncontrollable after a couple of hits, it now takes an onslaught of Schumacher proportions to stop you in your tracks (get to the Destruction Derby and you will get to experience an onslaught like this).

While Destruction Derby lacks the glamour of something like Wipeout 2097 or F1 it certainly rates as a top racing game. But unlike its two slightly older brothers (and let's face it, they've grown up, left home and settled down) Destruction Derby can shed its purely racing clothes and put on its fun party outfit in the shape of the wrecking races. Yes folks, you can now go out and have some real fun doing things you've always wanted to do to other

You'll see this situation a lot when you do the Destruction Derby for real. Everyone comes after you to turn your lovely shiny car into a moving scrap heap.

EVERYBODY DO THE SCHUMACHER

Top dirty trick. If you are coming up to a jump and there is another driver trying to get past you, don't be nice. Swerve into him at the last minute and he'll mess up the jump and drop down the field, leaving you to focus on the race.



Keep an eye on your damage gauge. When the front end of your car gets trashed, drive around in reverse.



A S T E R T I P

JUMP

Most of the tracks will have a jump somewhere along the way. The best way to take them is dead centre. Any variation to either side will cause you to go into a wall when you land. Even worse, on some tracks not hitting them dead centre will cause you to slide off the landing ramp, losing time as you struggle to get back on.



Borrows your dad's new car and enter one of these races. It'll be a laugh and he'll have to pay for your dental work after he's kicked your teeth in.



people's cars, but this time you don't end up spending time in the prison showers with Bubba for doing it.

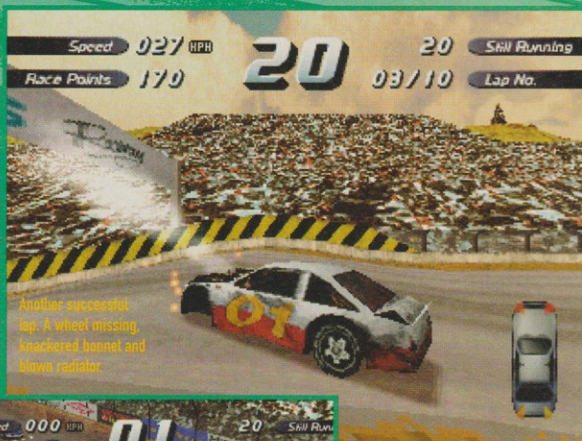
The graphics and animations have been improved no end. Now parts will fly off of your car all over the place and as you get further into the race you will notice wreckage lying all over the track, along with the smoking hulks of cars that didn't manage that last corner very well. Your car can now not only spin but turn right over, something which is frighteningly easy to do. And when you're turned over, do the other cars help you out. Nope, they just ram into you regardless, making your life generally very unpleasant all round.

All in all, Destruction Derby 2 is a much better game than before (thank God someone knows how to do sequels properly). It ain't Wipeout or F1 but does have a lot to offer the racing fan. With plenty of challenging tracks, and three different kinds of racing involved there is a lot to keep you coming back to the carnage. There's also four divisions to conquer which means that you won't see a lot of what the game has to offer until you completely conquer the lower reaches. It's also, no doubt, an excuse for Psygnosis to hide away some goodies that only real experts will find.

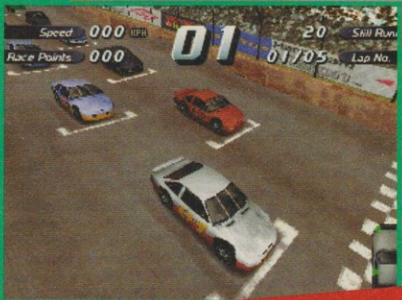
Destruction Derby 2 is one of those racing games that will appeal to all age groups. Youngsters will go for the all-out trashing of cars

while the more serious gamers among you will want to find out the safest and fastest way the tracks and the tactics of nasty racing (surprisingly, there are some). With that in mind, plus all the divisions and tracks, Destruction Derby 2 is one that is going to serve you well and quite literally drive you around the bend for a long time to come. A smashing racing game.

Les Ellis



Another successful lap. A wheel missing, knackered bonnet and blown radiator.



The start. It looks so innocent and there's no indication of the carnage ahead.

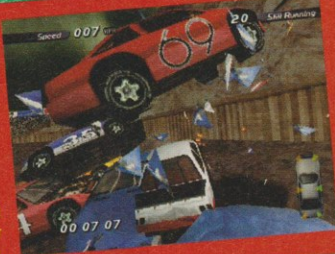


You may have gained some points for inflicting pain on the other cars but you don't look too healthy for it.

TIME TO JOIN THE AA

The airborne antics of the cars in DD2 don't always work to your advantage and there are some situations to avoid. For example, you're in the middle of a race, minding your own business, sticking close to the wall when you get trapped between two cars. Then this git comes over the top.

Remember this trick the next time you need to find a space in a car park. It won't matter if someone goes into the back of you.



HELLO JOHN, WANNA NEW MOTOR?

They'll end up looking like an Arthur Daley "one previous owner" special offer but before a race you'll get to choose from these three brand spanking new garage forecourt motors. Then get out there and see how long they stay new-looking.

ROOKIE

Makes you stick to the road like superglue on a toilet seat but won't have you up there with the leaders in terms of speed and acceleration.



AMATEUR

Still a part timer, eh? Well this car won't do you any favours. It goes faster than the Rookie but is harder to handle. You might as well go straight to Pro.



PRO

This is what you are when you can't get a proper job. You'll need to practice or you'll be homeless and on the dole before you know it.



DESTRUCTION DERBY 2

VERSION REVIEWED PlayStation
NO. OF PLAYERS 1 or 2
FROM Psygnosis
AVAILABLE December

GRAPHICS

Leads going on-screen with no slowdown. Superb looking in all departments.

90

SOUNDS

Painful (but good) car crashing effects with speech and music thrown in.

86

GAMEPLAY

Three different variations on the chaotic racing theme. Great fun to play.

90

LIFESPAN

Four tough divisions and plenty to keep you coming back. The multi-player is top as well.

88

OVERALL

89

JUDGEMENT

Everything the first game should have been. A worthwhile sequel that will win new fans to the genre.

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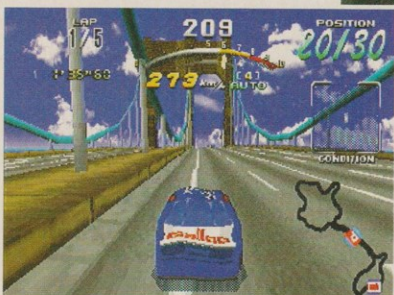
Calls cost up to £3 so ask permission from the person paying the phone bill! Unless otherwise indicated, competitions close on 28.2.97. Competitions involve multiple choice questions with a gamebreaker except where 'Instant Win' is shown. Instant Win competitions have multiple choice questions plus a game to decide if you are an instant winner. The Pop Five-0 competition has 10 questions worth 1-10 points each and winners must beat a target score. Competitions marked * require a tone phone. For rules or winners' names, send SAE. Send Prize claims to 'Claims Dept' at InfoMedia PO Box 28 Northampton NN1 5DS. Technical Helpline 01604 732028.



Daytona CCE must be realistic. I've driven into a wall at high speed and my car's a wreck. How'd that happen?

Much fun going "down" in the tunnel. At speeds of 244 km/h it's sometimes difficult to not drive into opponents.

The best track of the lot and, perhaps, one of the most difficult. Only 20th after almost a lap. Dear oh deary me.



Sequels. Oooh, notoriously tricky scamps. Even if the predecessor did happen to be a frustratingly average mix of bad handling and the dreaded "clipping" (which, coincidentally, the original Daytona did). So, what do you do? Well, you stick in some new cars, newly refurbished tracks and a nicker-than-pie two-player option. Good stuff, methinks.

Well, yes and no. See, technically speaking, Daytona CCE isn't vastly

different from Daytona USA.

Some of the tracks induce a certain inkling of deja vu and, if we're being totally honest, racing games – one and all of them – play and feel basically the same. Still,

when all's said and done, this isn't a three bad conversion of the arcade original.

So, now... there are eight cars to choose from (see Top Gear below) ranging from the good to the bad to the downright ugly. That's the good bit. The bad bit is that, sadly, there seems to be a distinct lack of tracks. Admittedly, there's probably some secret ones somewhere but five accessible ones just ain't enough to sustain long term interest. And to compensate for the fact that the game lacks circuits the amount of laps has been upped to such a

CONTROL FREAK!

Daytona CCE can be used with the new Sega analogue pad (as seen accompanying NIGHTS). Controlling the car does prove easier this way – the D-Pad isn't so sensitive and the movements of the vehicle don't appear to be so exaggerated. Do it at home...



ludicrous number – 20 in some instances – that by the time you've finished a track you've settled down with a wife and kid, bought yourself a semi-detached in Stevenage, a Ford Orion and become an Insurance Broker.

That, then, is not great. What is pretty top notch is the actual racing scenarios. Fast, slick and sweet-as-a-nut when you claw your way through a particularly testing section of track, Daytona CCE offers excitement by the wheelbarrow-load. Naturally – and thankfully – there's a fair selection of head-on collisions, Torvill and Dean-like spins and whoops-there-goes-my-dinner rolls to be observed, accompanied consistently by a gradually more annoying commentator blurting such cliché-sodden quips as, "Try to go easy on the car!" and "Are you alright?". By the time your car has been hurled into the air for the umpteenth time you'll be reaching for the volume just to shut the boring old sod up.

DAYTONA CCE

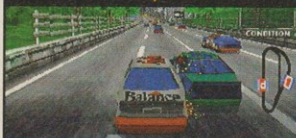
Sega Rally beater or frumpy rehash of tawdry old racer? Good question, Acuado...

TOP GEAR

Eight cars to choose from and each one varies considerably...

BALANCE

Unsurprisingly, has excellent balance. Sadly, it's left lacking on the speed front.



GALLOP

A good one for the novice racer. More than competent in all departments, thank you.



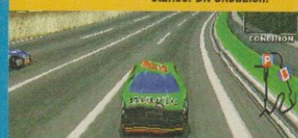
HORNET

A top all-round performance. Just slightly sluggish on the hills. Would win in Holland.



MAGIC

Driving Miss Daisy acceleration and anything but magic in the handling stakes. Bit Skodaish.



MAX

Despite its name, the Max proves to be rather disappointing. Sluggish and unexciting.



ORIOLE

A car for the more experienced drivers among you. Fast-as-you-like but with poor control.



PHOENIX

Harder to handle than a hungry ferret down your trousers but still frighteningly fast.



WOLF

Linford Christie-like starting, the Wolf handles easily enough but will lose it on the straights.

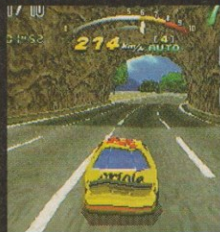


TRACK ATTACK!

Not too many tracks, then, but each one's still worthy of a Richard and Judy-style chat...

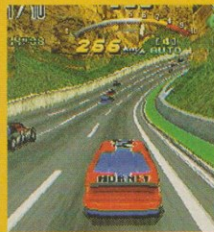
DESERT CITY

Nothing too testing. Plenty of turns to be traversed and cornering of the Ryan Giggs variety is required. And sand-filled verges will probably pay a visit to your front windscreens on more than one occasion. Maybe a virtual Kwik Fit will sort you out.



DINOSAUR CANYON

Where? I've been around this track loads of times and haven't seen a single dinosaur. You'd have thought that after they missed them out of the original they would have put at least a little one in here somewhere. Maybe even a T Rex.



NATIONAL PARK SPEEDWAY

As you might expect, you're racing in the midsts of a green national park (that no doubt will soon have a housing estate built on it). Plenty of trees but the course proves to be tedious notch four. The track has sloped bits and that's about it.



SEA-SIDE STREET GALAXY

The best course of the lot. Despite it's ludicrous title, Sea-Side proves a tricky blighter and enables you to get your speed up a good 'un. Mucho crashes will undoubtedly be served up followed by jellied eels and candy floss.



THREE SEVEN SPEEDWAY

The familiar sight of Sonic carved in the rock will remind you that you've played this before. This is, though, a good course. Simple it maybe but your speed is allowed to touch maximum in places. Just remember there are corners too.



Still, racing commentators – with the obvious exception of Murray Walker (perhaps) – were never likely to do anymore than shout inanely when a car spins out of control. Nope, the best bit of Daytona CCE is what it was actually meant for. Racing. But – and, unfortunately, there is one – don't rush out and buy the damn thing yet. There's a problem and it'll bring back memories. In short, the handling is bad.

A tap of the D-Pad often doesn't result in a slight movement sideways. Instead, your car constantly goes for walkies onto the grass verges or concrete sidings. And, in the heat of the race, that can prove suicidally annoying. Admittedly, with practice the handling does prove easier but, generally, the controls are left lacking. Considering this was an obvious

Crashes-a-plenty in *Daytona CCE*. I've foolishly taken the corner too sharply and am investigating the road.

problem in the first game, you'd think it would have been addressed for the much hyped follow-up. There's also another infuriating flaw. Sometimes when you spin out of control and are left facing the other way, the track is so narrow that you can't turn round. Often you end up having to restart the game for fear of sticking your fist through the television screen.

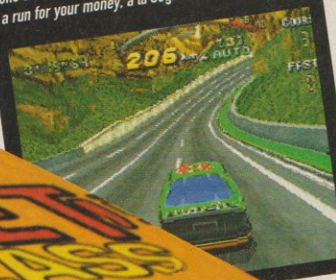
Overall, though, *Daytona CCE* does improve on its older brother. The necessary elements are in place and the two-player game is enormous fun. But, it still has niggling problems that should have been dealt with. The dreaded try-before-you-buy malarky here, I'm afraid. If you don't then you could find yourself sicker than Norman "Psycho" Bates and disturbingly empty of pocket.

Tim Weaver



TIME'S UP

This is a new addition to the *Daytona* set-up. With the Time Attack option you can choose to race against the record times on any of the five tracks. If you do beat one of the times your "ghost" will appear to give you a run for your money. a la Sega Rally.



DAYTONA CCE

VERSION REVIEWED Saturn
NO. OF PLAYERS 1 or 2
FROM Sega
AVAILABLE December

GRAPHICS

If it's good enough for you it's good enough for me. Good enough, like. No clipping this time.

82

SOUNDS

Thankfully the music's not as naff as its predecessor. Still a bit cack though.

74

GAMEPLAY

The handling certainly ain't great but, after a while, it proves excellent fun.

82

LIFESPAN

Dodgy handling aside, this has plenty on offer. And the two-player mode is top.

82

OVERALL

81

JUDGEMENT

Still a far cry from the original arcade and if you've got Sega Rally then this isn't worth investigating. Solid racer.

AVAILABLE ON

REVIEWED

Jax, who's generally slightly rubbish, pulls off a nifty speed move.

Noob Saibot sees double. Like versus Like always offers up some excitement.

Sonia — an old fave if ever there was one — plants a plasma net onto wet boy Rain.

HISTORY REPEATS ITSELF

It's not been a bad little earner for Williams, has it? And here's why...

MK1

Hmm. Well, originally this may not have seemed too bad. Now, it looks glitchy and pixelated and with only seven characters to choose from, likely to last about as long as Keith Floyd in Threshers. Still, it sold by the shed-load, so Acclaim probably don't give a freak.



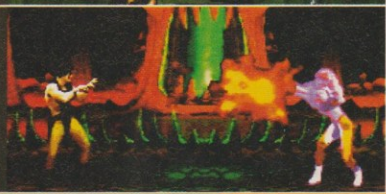
MK2

A much improved follow-up and a brilliantly close conversion of the arcade game. More characters, crisper graphics and the injection of some much-needed speed probably helped. Some twonks argued that the AI was up the creek but sales-wise it didn't really seem to matter.



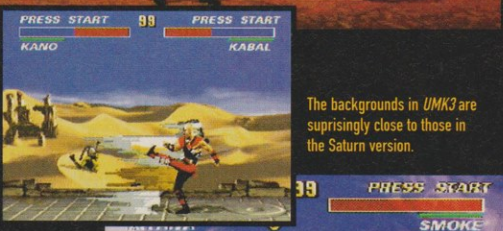
MK3

More characters and better visuals but not all that different — in gameplay terms, at least — to MK2. Still, GamesMaster's own Mr. Hairstyle, Pete, seemed to like it slapping a heaving great 92% on it and barking about it being "marvellous". Now you know why we kicked his sorry arse out. Only joking mate.



ULTIMATE MORTAL KOMBAT

There've been some excellent Mortal Kombat games. But, now, the best has arrived...



The backgrounds in UMK3 are surprisingly close to those in the Saturn version.

Mileena and Smoke. Always makes for an interesting confrontation. No. Really. It. Does.



The very worst thing about Ultimate Mortal Kombat 3 on the SNES is that a storyline has been concocted to justify proceedings. A whiffier collection of words you will not find outside of an East 17 songsheet. Some pretentious nonsense about the darkest vortexes of time. With that in mind, things can only get better, can they not?

Indeed, they can, because UMK3 — the game proper — is fantastic. In fact, so close to the recent Saturn version is this SNES translation that you'd be forgiven for wondering which one was

which. Graphically, it is by far the best fighter to have made an appearance on a 16-Bit machine and more importantly gameplay-wise it has been tweaked to near perfection.

Bringing together every character from the Mortal Kombat series, UMK3 excels with a cunning mixture of break-neck speed and full-blooded violence. The sort of unnecessary kicking, punching, grappling, chopping, throwing and decapitating that corrupts the youth of today but, of course, proves rather enjoyable.

Packed to spilling point with fatalities, UMK3 offers up so many options that the question of this new game being merely a cash-in doesn't even raise its ugly head. With 23 characters to choose from, a two-on-two

COOLER SHAKER!

With all the characters from the old games included in this latest version you now have two Sub-Zeros — old and new. Classic Sub-Zero makes an appearance but has a rather limp collection of moves. Only the head-ripping fatality offers any respite. However, the newer, leaner, keener Sub-Zero sparkles with two fatalities, an animality, a friendship and a babality. All are particularly difficult for you to pull off.



It may appear strange that Classic Sub-Zero is dressed in green but it's only for the purposes of this fight. Normally, he's as blue as a bobby.

Noob gets slightly lost in proceedings sometimes, being that he's as black as the bloody night.

PRESS START 99 PRESS START

NOOB MILEENA



WINS: 00 76 PRESS START

KANO JADE



Mortal Kombat fans everywhere will rejoice at the sight of this screenshot. Yes, there's blood to be seen and extracted.

KOMBAT 3

tournament and an eight-player option, there's plenty to keep interest levels bubbling at "full".

And yet, despite this, UMK3 carries a certain sense of seen-it-all-before about it. Admittedly there's a lot that will entice the player in, but the game still feels the same and plays the same. Mortal Kombat veterans – although now given the full quota of characters and moves in one game – possibly won't need this violent addition to their bolstering software collection. Smoother and smarter it may be but why bother when you already have any of the previous entries?

That aside, however, there can be no doubting

UMK3 is masterful stuff. It's a fluid, wondrous conversion and for any virgin in these waters it must go down as a vital purchase. And, who knows, old slappers in the beat-em-up genre might also want to further investigate. Certainly, if you do, you'll notice the similarities. The rest of it, however, will prove eminently playable stuff.

Tim Weaver

BOB'S FULL HOUSE

As well as an eight-player knockout tournament there's also the opportunity for some two-on-two action. Contrary to how it sounds, though, four players can't be on screen at the same time. The form it actually takes is rather like the Tag-teams in WWF. Once one of you has been finished off by an opponent the second player comes in and tries to do the business. The first team to dispose of both players is the winner.



MEET THE FAMILY

There are nine new additions to UMK3. Or, at least, they've been about for a while but were discarded in MK3. So, it's a big hello to...

ERMAC



Nothing too exciting on the moves front. Indeed, nothing very exciting at all, actually. Ermac originally stood for Error Macro, which isn't very exciting either, so there.



MILEENA



One of the better female characters. A good range of limb-breaking moves and a wholesome body. Top legs too.



MILEENA

KITANA



Her special moves involve hurling fans at her opponents. It's little wonder, then, that we term her "crap".



SCORPION



One of the old favourites. Lacking a tail like his insect namesake but shoots a whacking great rope out of his wrists.



SCORPION

JADE



This silly old cow has about as much punch as Twiki from the crusty old Buck Rogers TV series.



REPTILE



Handy. Plenty o' specials including shooting forth a huge green ball. Just a normal guy and all that.



REPTILE

NOOB



Graphically, hardly likely to bring gasps to your lips but he certainly knows a bit when it comes to fighting.



RAIN



Good, solid, middle-of-the-road fighter. Nothing fancy but could easily take you all the way.



RAIN

SMOKE



An old favourite. Looks like something from Star Wars and has some super specials. Nice bloke.



ULTIMATE MORTAL KOMBAT 3

VERSION REVIEWED SNES
NO. OF PLAYERS 1 to 4
FROM Acclaim
AVAILABLE December

GRAPHICS

Possibly some of the sweetest, most gorgeous 16-bit graphics you've seen.

92

SOUNDS

End-of-the-world music and copious amounts of punching and bone-crunching effects.

89

GAMEPLAY

Trickier than Tricky, even on the easiest of difficulty levels. Which is A Good Thing.

91

LIFESPAN

Not vastly different from previous efforts but options-wise it's top of the grade.

86

OVERALL

89

JUDGEMENT

Regardless of its obvious "feel", UMK3 is as sweet as a particularly tasty nut. A stupendously ginsome game.

GDI — THE GOOD GUYS

Righters of wrongs and doers of good deeds who couldn't commit a war crime if they tried.



Look at him. A bloke so "nice" he could be Tim. The type of bloke who tried to break up playground fights.



VS



Kicker of small kittens. microwaver of puppies. Grower of girly beards.

These guys make Saddam look like Andi Peters, they're so nasty. Burn villages to the ground, kick dogs as they walk past and shoot anyone who gets in their way.

NOD — THE BAD GUYS

Hey, there's a village full of innocent civilians. Great, send in the tanks. Nah, the flame-throwers will make less mess. How about an airstrike? Kill 'em all, eh?

COMMAND AND CONQUER

AVAILABLE ON

PC



REVIEWED



If you are given the option to build SAM sites, do it. It means that an A-10 is winging its towards you as we speak.

The GDI base is toast. The exploding buildings mean the beginning of the end.



The NOD SAM sites need to be taken out to allow you to call in an airstrike on their base. Attack in force.



good Vs Bad fight. The good guys get to liberate villages but the NOD get to have much more fun. Wiping out towns and villages, ruthlessly gunning down innocent civilians and sending in flame-throwers against peasant women. Why do the bad guys always seem to get to have all the fun? The missions may be different but the general aims

Power corrupts and after a few hours of playing *Command And Conquer I* can believe it. After sending in massive air strikes against massed enemy forces that fight about as well as crusty old Group Four security guards you can almost understand why the Americans love bombing people so much. In C&C you get to choose between two opposing forces.

The GDI are the good guys who are out to rid the world of NOD oppression. The NOD forces on the other hand are out to take over the world for themselves. A classic

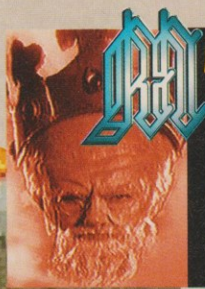
are usually the same. You have to win and get rid of as many enemy troops and installations as you possibly can.

After prolonged play you find yourself really getting into your role as well, depending on which side you are playing. This is where the huge video sequences come in. They build up the atmosphere and scenarios to the point where you get a real good guy patriotic feeling if you're playing GDI. You really want to go out and save people from those NODs. Play as NOD and you turn into a dark demonic monster for whom total destruction is the only solution.

But as you read this you may cast a quick glimpse at a screen shot and be thinking, "What are they on about? This looks rubbish!" By now you're used to 3D texture-mapped polygons moving at a 100 miles an hour and on that front C&C can't compete. It does have some great video sequences and the detail on some of the later missions is great but it ain't *Tekken 2*, is it? But that doesn't matter. C&C has something much better up its sleeve.

Can you think of many other games where one level may take you hours to complete, even when you know exactly what you're doing? There aren't many. C&C offers oodles of gameplay. Never before has the slaughter of the innocent (and the not so innocent) been so much fun (unless you're some kind of Middle Eastern dictator).

C&C offers the perfect blend of strategy and out and out action. The strategy comes in at the start when you're building up your base and trying to work out how to get to the enemy base without being slaughtered. The action comes in when you find the base and unleash your massive forces on it. Then you just have to decide which units to unleash on what target.



ASTERISK TIP

AMBUSH
Sneaky but deadly and effective. Mass a huge army somewhere and send out a vehicle to find the enemy. Entice them to follow it and lead them straight back to your massed forces. It's a great way of getting rid of any vehicles that could have caused you problems in an enemy base.



Now this is fun. The villagers can't defend themselves so send in the troops en masse.

It looks deceiving. There's a very good reason it was the biggest selling PC game. Because it's bloomin' top. The console versions are even better than the smelly old PC one anyway. The graphics have been tweaked (especially the icons which now look like mini photos) and there are more levels.

Saturn and PlayStation owners don't have many war games, and the ones they do have are corny turn-based affairs that are terminally dull to play. C&C is a real-time war game that mixes strategy and action styles like no other. It's a very bloodthirsty game that will make a megalomaniac out of the most timid of people. It's the most addictive war game that I've ever come across and I'm sure you won't disagree there.



A S T E R T I P
SQUELCH
Your harvester does more than just harvest, as does any heavy vehicle. If enemy troops come near and you don't want to waste time getting forces in to face them then use your vehicles to run them over. Simply select the vehicle and click the cursor just beyond the offending unit. Your machine will then turn round and squelch the unit for ya.



CONQUER

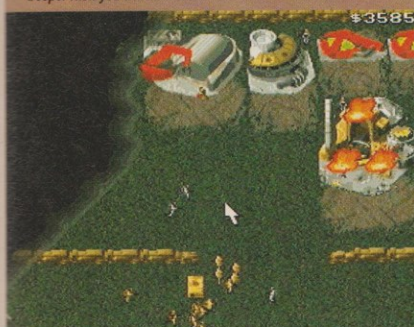
C&C goes to show that war can be good and war can be fun. With more action and a higher body count than any minor skirmish that gets blown out of proportion after any American involvement, C&C will keep you busy for weeks. The best PC game gets better for the Saturn and PlayStation, what more could you ask?

Les Ellis



YOU COULD DO IT LIKE THIS...

Build up your base, then send out your harvester and start to build up your troops when you have the cash. Send out a recon unit to find the filthy enemy base and build a command centre that will give you a map to monitor enemy troop movements. Now if the enemy so much as guffs, you'll know about it. Then build up some clever engineer blokes and assign some normal troops to guard them as they move. Send them in to the enemy base and take over the primary targets. Send in some extra troops and vehicles to back them up. Soon the whole base will be under your control and you can start to mop up the leftover troops. Then you will have won.



There's a housing estate near me that looks like this on a Saturday night. Trashed vehicles, burned out houses etc.



When you are awarded the airborne units like these you can really start to massacre the troops.

Have you got a light mate. That was clumsy of me. I dropped it. Ooops.

...OR YOU COULD DO IT LIKE THIS

Hi ho, hi ho. It's off to slaughter we go, with a bucket and spade and hand grenade hi ho.



Build up your base but build two refineries. You will now get money twice as quickly. Spend all this cash on as many troops and vehicles as you can. Don't attempt to take the enemy base until you have spent every last bit of cash. When you are happy that the harvesters can't find any more Tiberian sell your buildings and use this extra cash to build more troops (so don't sell your barracks or your power source). Then if you want to be safe, leave a few troops at the base to guard it and send the rest out. They'll get to the enemy base and totally obliterate it and anyone who gets in their way. It may be time consuming but it's loads of fun.

COMMAND AND CONQUER

VERSION REVIEWED Saturn
NO. OF PLAYERS 1
FROM Virgin
AVAILABLE December

GRAPHICS

Initially disappointing but perfect for this style of game. Small but perfectly detailed.

85

SOUNDS

Plenty of ear shattering explosions and screams, top speech as well. Superb music.

86

GAMEPLAY

Easy to get into but once you start to work out tactics you'll be well and truly hooked.

94

LIFESPAN

Missions tend to get very tough and there's loads of 'em on both sides to play.

93

OVERALL

91

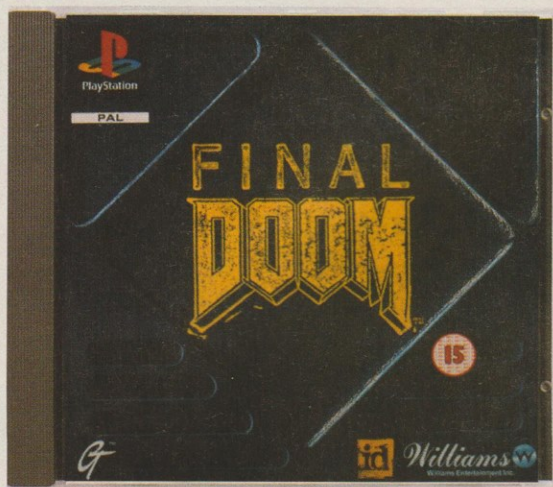
JUDGEMENT

C&C is the most entertaining strategy game ever, it's one you absolutely must play.

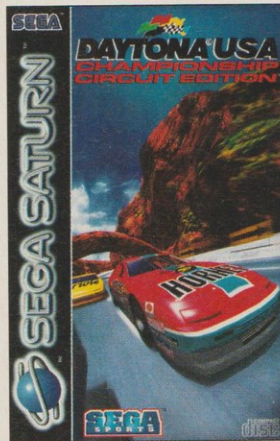
You'll get a kick, a slap, a boot, a crash
out of these games at Woolworths.



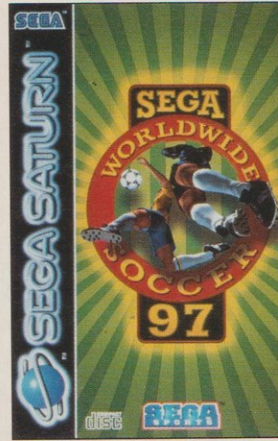
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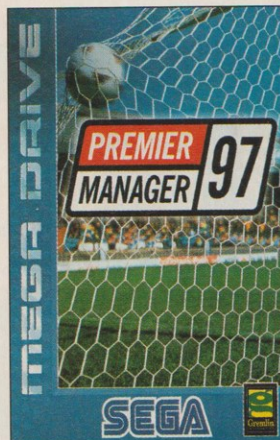
£44.99



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£29.99



£34.99

WOOLWORTHS



All items subject to availability



However much they may try to deny it, in *Street Racer*, Ubisoft have come up with a *Mario Kart* for the Next Gen machines. A good idea, certainly, but a tricky one nonetheless. After all, in trying to emulate and better all that is good about the aforementioned SNES classic racer, they have set themselves an enormous task. Which, in actual fact, they've very nearly pulled off. Very, very nearly. But not quite.

This updated version of the old SNES game – which received favourable reviews all round on its release a couple of years back – has, first and foremost, been given extensive surgery in the graphical department. The environments, especially, provide the perfect setting for some racing of the cutesy kind.

However, it's in the actual racing that *Street Racer* proves so enjoyable. Each character – there are eight in all – comes complete with his or her own personality and set of moves. And the game

Street Racer offers several views, the best being this raised one. You are able to observe every twist in the road which prevents unnecessary meetings with walls and fences.

The second option – the Micro mode – draws inspiration from that other classic racer, *Micro Machines*. With a camera set high above the action, up to eight players can compete at one time. A good idea, certainly, but not sufficiently similar to the excellent *Micro Machines* to really work as well as it could have done.

But, despite a couple of niggles, *Street Racer* on the Saturn is still fantastic fun and probably one of the very few games that is actually more fun when you're playing all on your lonesome.

Tim Weaver



The two-player option offers up some frolics but, often, because the computer-controlled players are so intelligent, some one-playing proves more fun.

NO PSX, PLEASE...

PlayStation owners will also be able to sample the delights of *Street Racer* for themselves this month. Or, at least, they can if they really want to. The problem is, see, the PSX version isn't really very good. The visuals are significantly worse and, in an X-Files turn of events, the whole game seems to sadly lack the oh-be-jayful nature of the Saturn incarnation. When comparing the two it becomes painfully obvious that, in fact, PlayStation owners have had a bit of disappointing version coming their way. Quite what went wrong in the development process we don't know but a combination of surprisingly poor visuals leave *Street Racer* on the PlayStation sadly lacking.



The graphics are a mish-mash of good and bad and it plays dog-like. Sad, but true.



A lovely looking course, this and, sadly, one of the last you'll play. Good stuff.

Mastering the controls is a pretty vital part of *Street Racer*. Strange, eh?

Eighth out of eight. Not great, I'll admit, but a burst of turbo boost and some tidy driving and I'll be competing for honours. Honest.

STREET RACER

A triumphant return for Street Racer..?

is fast. Very fast. *Mario Kart* is left in the pits when put up against *Street Racer*. Of course the new technology helps but it's carried on where it left off on the SNES. Just as that had plenty of speed to burn so too does this.

The tracks are varied, to say the least. Each character has three of their own which are divided between Bronze, Silver and Gold medal class. If you finish top in the Bronze round you'll be given access to the Silver competition and so on. And as you progress the tracks naturally get harder.

As well as the traditional track racing there are also Rumble and Micro options. The first of these differs slightly from the same competition in the original *Street Racer*. Whereas that required you to traverse a track knocking opponents off, this 32-bit update is set in a huge arena. The whole process takes on a *Destruction Derby* feel. Once you have rid the place of all other vehicles, you are pronounced the winner.

POWER RANGE ROVERS!

See that stuff all over the tracks. It ain't litter left by the last bunch of yobs. These are your power ups and you're gonna need them.

BOMBS

Best to avoid. If you touch them they'll blow you sky high instantly. A real pain in the arse, especially when you're trying to set out your stall in first place.

DYNAMITE

Difficult to give a wide berth as they're scattered all over the shop. Once you've picked them up you can hurt them at opponents. If you don't get rid of them within 20 seconds you'll blow yourself up.

FIRST AID KIT

Acts as a counter-measure to the bombs. They're few and far between but become necessary if you pick up a bomb and don't quite know what to do with it.

TURBO

A bit on the useful side especially when you're challenging for honours. A tap of the C button will send you forward in a cloud of Batmobile-style fire. Best to save them to the final few laps.

STARS

Nothing too exciting but the more you collect the more points you get at the end of the day. A table at the finish of each race will tell you how many points you've earned.

STREET RACER

VERSION REVIEWED Saturn
NO. OF PLAYERS 1 to 8
FROM Ubisoft
AVAILABLE December

GRAPHICS

Lush track layouts, detailed characters and three equally crisp and crunchy views.

88

SOUNDS

None-too-offensive tunes and an expected collection of tuneless engine noises.

82

GAMEPLAY

Top Next Gen cartoon racing, extremely playable and lots of fun in single or multi-player.

86

LIFESPAN

With its divisions, variety of tracks and gaming modes *Street Racer* has a lot to offer.

84

OVERALL

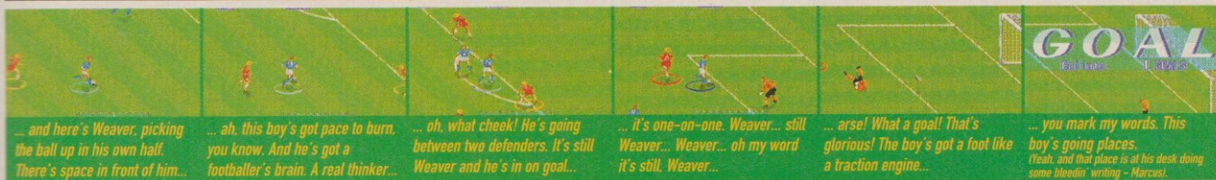
85

JUDGEMENT

In places it doesn't "feel" quite right but, despite this, *Street Racer* still proves excellent value for money. Fun, indeed.

OH, AND HE'S PAST ONE...

One of the greatest things about ISSD is that if you're good enough you can glide through opposition defences and score the most outrageous goals. Luckily for you lot, I'm able to do just that. Get a load and eat this wedge of football pie...



... and here's Weaver, picking the ball up in his own half. There's space in front of him...

... ah, this boy's got pace to burn, you know. And he's got a footballer's brain. A real thinker...

... oh, what cheek! He's going between two defenders. It's still Weaver and he's in on goal...

... it's one-on-one. Weaver... still Weaver... Weaver... oh my word it's still, Weaver...

... arse! What a goal! That's glorious! The boy's got a foot like a traction engine...

... you mark my words. This boy's going places. (Teeth, and that place is at his desk doing some bloodin' writing - Marcus)

INTERNATIONAL SUPERSTARS SOCCER DELUXE

What we need is someone who can stick the ball in the onion bag on a regular basis.

Ye olde Sensible Soccer was always where the buck stopped on 16-Bit systems. Such was the beautiful simplicity that, consistently, it would bring tears to the eyes. The very sight of scoring a corker from 30 yards or finishing off a pinpoint cross field pass with a flying header often proved too much. But, then, suddenly and unexpectedly, something changed.

International Superstar Soccer Deluxe – Konami's follow-up to the promising but flawed ISS – to be

exact. A more classy, fluid representation of The Beautiful Game there was not. Even Sensi couldn't stand up against it. And now, after its Premier League-winning performance on the SNES, it's arrived on the Mega Drive. And, unsurprisingly, it's a winner.

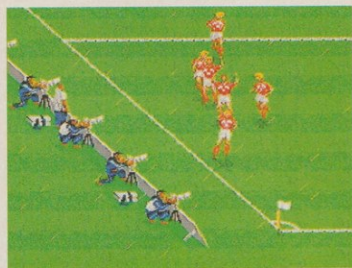
The beauty of ISSD is in its attention to detail. Every possible footballing scenario has been accounted for. To start with, each team can be tinkered with as much or as little as you like. It's no longer merely a question of dropping and promoting players from and to the starting line-up. Instead you can dabble with their individual skill ratings. And, as well as the traditional 4-4-2 and 4-3-3 formations, you have 14 other possible playing line-ups to choose from including revolutionary (but easy to beat) Newcastle-style 1-4-5 antics.

Once your formation is in place you are also given the chance to decide how deep or how far forward your defence, midfield and forwards are to play as well as which of your middle men you want to move forward and support the strikers when attacking. For any Hoddle-a-like this is an essential part of the game. Chopping and changing your squad and moulding it into something akin to what you had always dreamt of

is half the fun of ISSD. Forget Baddiel and Skinner, this is what fantasy football is all about.

The actual game proper, however, is what, ultimately, makes ISSD as good as it is. The action, although initially difficult to master, is about as close as you could hope to get to football on a 16-Bit machine. Primarily, hoofing the ball up the field like Wimbledon will prove a more attractive prospect than trying to build fluid passing movements but with experience comes the desire to play wunderbar football.

There are faults in the action, though. Occasionally it's slightly



Yes! Whenever we score a goal we always run to the corner flag and do some Maypole dancing. Don't ask why.



Wales – at the risk of inviting much interest from those in the land of the leek – promise much but deliver little. Shame, really...

glitchy and "sticks" and the players quite often struggle to pick up the ball even though they're standing right over it. But, overall, you won't find much wrong with ISSD. It's tricky – but that's a good thing – and challenging and with a couple of you it'll soon prove dangerously addictive. A vital purchase for any Mega Drive football fan.

Tim Weaver

PAY THE PENALTY

The names might be different but the story is oh-so-familiar. England Vs Germany. Penalty shoot-out. Oh, the memories...

Gareth Southgate. Get away from me with your extendable teeth.



FANTASY FOOTBALL

3-3-4. Now that's bold for a start but you can also fiddle with your, erm, players. If you get my meaning. Anyway, here I'm hard at work on Brazil trying to tailor them to my own needs. The width and depth of the formations can also be moved, as aforementioned. Here, for example, I've gone for an attacking midfield. Then it's time to see if it works...



ISS DELUXE

VERSION REVIEWED Mega Drive
NO. OF PLAYERS 1 or 2
FROM Konami
AVAILABLE December

GRAPHICS

Not as good as they were on the SNES but, nonetheless, tidy and colourful. Good enough.

85

SOUNDS

Fairly standard football stadium sounds with embarrassing muffled sampled speech.

77

GAMEPLAY

Slack-as-a-greaser's quiff action with more options than Keegan's Newcastle front line.

91

LIFESPAN

36 teams, tonnes of options screens, top two-player mode. Need we say it?

92

OVERALL

91

JUDGEMENT

Absolutely superb. A real gem of a football sim carrying on where it left off on the SNES. Simply essential.

I must be pretty bleedin' frustrating for any PC owners who haven't got modems or three or four machines linked together. All they ever hear about is how great it is to deathmatch in Doom or play some network game for hours on end against a human opponent. It may be fun but it also takes a bank balance of Oasis proportions to do it on a regular basis.

All that changes with XS, which is a deathmatch simulator for one player (although obviously, if you have access to the funds and the equipment then you can play it networked). You pick your weapons (and there are plenty to choose from), enter an arena (and there are loads of them too) and hunt down your opponents, before they get to you (and, surprise surprise, there are loads of opponents as well).

As you can tell from these screenshots, this ain't Quake – but it isn't trying to be. It's very different. The 3D engine is powerful enough to handle loads of different arenas which are real 3D, in other words you can use the walkways and platforms high up as brilliant positions to act as a sniper from. In many ways XS is more of a slightly strategic shoot-em-up. Sure there's loads of ruthless bloodshedding but you have to think a bit before before you get to it.

XS can be as mad as you want it to be. If you want to run around blazing away at anything that

As I said before XS isn't Quake but in many ways it offers a lot more satisfaction than the master blaster. The intelligence of your opponents makes them worthy deathmatchers anyway. It may not have the graphical flashiness of other 3D shooters (top presentation though) but XS has a hell of a lot of gameplay to offer. The more you play it, the better it gets. XS does away with the need for human players for a brilliant and gory deathmatch.

Les Ellis

XS

Deathmatch without the huge phone bill.

moves then fine, go ahead. You probably won't live long but you'll enjoy it while you can. When you start to think about the levels and all the items you can pick up to use then XS really starts to show off. Laying traps, planning ambushes and generally making things as unpleasant for your opponents as you can is immensely satisfying.

Just sit back and watch as someone tries to pick their way through a room littered with mines, acid bombs and radiation bombs. Then laugh as you fire off a round that knocks them off balance, causing them to accidentally trigger the whole bloody lot in one go. Well I enjoyed it. The arenas aren't mazes like in Quake or Doom but you will still need to learn them well to make the most of their individual quirks.



Your opponent races around a corner and straight into a shotgun barrage.

It's not a good idea to get caught in wide open spaces like this. Hide and attack from behind.



Narrow corridors are easier to defend. Bombs and rapid fire weapons will take care of business for you.

Booby trap the doors, the bombs will kill anything that enters.



This weedy gun is only useful for taking out the various droids. You'll need to rely on ambushes.



Not all the troopers are human but this meaty weapon will make short work of them.



The closer you are, the more effective your guns. Beware though, your opponents get better up close too.

CHOOSE YOUR WEAPONS

You get to carry two at a time so you need to know what they do.

The shotgun makes a mess but takes time to get through the armour.



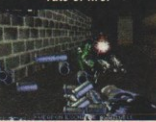
The powerful energy guns do more damage but take longer to fire.



This will make a real mess of anyone unlucky enough to be in the way.



High power machine guns rule. What a lovely rapid rate of fire.



Droids fly around and will provide ammo when shot.

After killing this guy you will be able to steal his weapons.

XS

VERSION REVIEWED PC

NO. OF PLAYERS 1 to 4

FROM SCI

AVAILABLE Out Now

GRAPHICS

Amazing rendered sequences and in-game it's right up there with Duke Nukem.

85

SOUNDS

Plenty of atmospheric effects and screams. Very loud and brash. Crank it up.

86

GAMEPLAY

Gives you the best of tactical deathmatching without the hassles. Plenty to try out.

84

LIFESPAN

There are loads of opponents and loads of arenas so this one will last a while.

88

OVERALL

86

JUDGEMENT

Monster of a game that may not have the looks of Quake but certainly has lots to offer, especially to a deathmatchless Doomster

Good enough. That's a fair summing up of *Break Point*. It doesn't "feel" exactly right but offers up a veritable shop of volleys and smashes and, in the end, proves to be a more than acceptable slice of tennis hokum.

There's plenty on offer, here. A choice of players (including some actually fairly useful Brits), a selection of courts (one of which is surrounded by a hotel, swimming pool and beach, no less) and a variety of shots although, perhaps, not as many as there should have been.

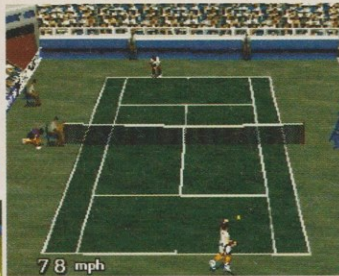
It's slow in places and the sampled speech could have been a whole lot better ("15-30!" in a Barry Davies-like voice is about as good as it gets) and there's a frustrating glitch whereby if the ball is heading towards your legs you can't move quickly enough to prevent it hitting you and losing you the point.

Still, that aside, there's plenty of fun to be had

especially if you can enlist the help of several mates and providing you don't go in expecting too much from this, you'll be pleasantly entertained for a few fun days or so. Oh, and the motion capture is all very nice indeed. Not too bad at all, wouldn't you know.

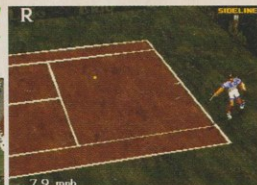
Tim Weaver

Break Point: "Plenty of fun to be had".

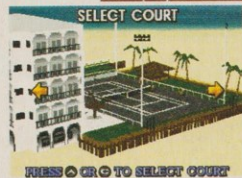


78 mph is, believe it or not, a tad on the slow side. 1,452 mph, now that's fast.

In-game excitement never quite reaches *Smash Tennis* levels.



A choice of replays are available from a few different perspectives.



Select your court from a variety of surfaces.

BREAKPOINT

Tennis without Sue Barker?
Worth a look, methinks...

BREAK POINT	GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
VERSION REVIEWED Saturn NO. OF PLAYERS 1 to 4 FROM Ocean AVAILABLE December	Nothing exceptional but a carefully coloured, good solid all round tennis performance. 79	Possibly the worst part of <i>Break Point</i> . The music is sparse, to say the very least. 68	A tad slow but top fun up multi-player mode and a "grin" for a lonesome single player. 80	Although annoyingly staccato in places, <i>Break Point</i> has plenty to warrant repeated playing. 79	79
JUDGEMENT A folsome, varied tennis sim but one that isn't likely to win Wimbledon in a hurry. If only it wasn't so slow...					

Dork

An American Expression
For People Who Toss Gum On The Street.

GUM.....ENJOY IT. WRAP IT. BIN IT.





This scene of monicker-challenged boss 'Bilstein' slitting me up proper is actually from the game proper. I love technology.



Straw poll time. "Hands up - who owns a 32-Bit console?" (looks around crowd of proud, stiff raised arms).

"And who owns a 3D fighting game?" (a similar number of hands are shown).

"So... Who wants another 3D fighting game?" (confused pause, shuffling of feet, some hands are raised. Toshinden owners, possibly).

Now that most gamers have made their choice and spent 50 notes on the genre, the next big 3D beat-em-up will

angle and distance, but the animated backgrounds push the limits of the console. On one stage you'll see a flock of flamingos casually wing past, while another boasts the 'minor detail' of tooled up pursuit ships dogfighting in space.

The price of such pulchritude is immediately apparent, however. Even tested at 60Hz, *Star Gladiators* is S. L. O. W. The over-ambitious graphics have taken their toll on the running speed, clearly, but we also have our doubts about the design of the engine itself. Just when you want to get frantic, every keypress can accidentally commit you to slow, buffered, too-late retaliations or predetermined and unabortable sequences. There's an interesting system of counter-attacks and reversals, but reading the signs in your opponent and then getting your character to adopt the appropriate stance takes so long that you might as well guess when to use it.

There are still recognisable Capcom touches - like the somersault moves that enhance ring-out tactics - but it gives us that *Fighting Vipers* sensation all over again. Don't misunderstand - *Star Gladiators* kept us amused for a couple of evenings and provided more than a few thrills for a motley bunch of playtesters. There's even a modicum of depth to reward the lone player who wants to learn it inside out. But if we never saw it again in our lives, we wouldn't lament the loss.

Zy Nicholson

STARGLADIATOR

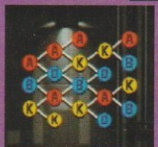
WHAT PROMISES STAR WARS BUT DELIVERS BATTLESTAR GALACTICA?

RHIZOMATIC

The 'tree structure' gives every character a wide range of interruptible, semi-chaining attack sequences that rely on simple timed and ordered button taps - much like Tekken 2's tensstrings. Sadly, it's not very satisfying and the weedy lightsabre contacts lack oomph. Capcom, what are you playing at?



Take any route from left to right to chain attacks...



...and as the chain builds, new attacks reveal themselves on each button.

Long ago... in a galaxy far, far, away, somebody had an original idea. Once. So the fact that *Star Gladiator* should include lightsabres, a Wookiee-sized Ewok and a Vader-like boss urges the cautious reviewer to use words like 'homage'.

have to be pretty damn special if it's to sell to more than an arcade-going hardcore market. So it's a disappointment to see Capcom turn out such an average example, especially one that actually cribbs from their imitators (and rips off the mighty *Star Wars* for its scenario, to boot).

The selling point is obvious: *Star Gladiators* may be one of the best looking fighters on the PlayStation. Not only are the characters beautifully defined regardless of camera

Secret bloke Kappa (r), hails from Jap folklore. He's, er, an imp.

CHARACTER

"Oh, who's got my shower unit?"



Of course, older SF fans might accuse *Star Wars* of borrowing from '50s space opera and E.E. 'Doc' Smith's Lensman series. I take it everybody's happy with their intellectual property, then?

STAR GLADIATOR

VERSION REVIEWED PlayStation
NO. OF PLAYERS 1 or 2
FROM Virgin Int Entertainment
AVAILABLE Now

GRAPHICS

Characters that actually resemble their expensive FMV renders? That's a first.

90

SOUNDS

Not John Williams orchestration, but plenty of welcome blade-an-blade korching effects.

70

GAMEPLAY

Tactical but extremely derivative, with a response like a sea cucumber on Temazepam.

75

LIFESPAN

A short-term blast, but nobody will be playing this in a year's time. Sorry Capcom.

56

OVERALL

79

JUDGEMENT

Classy but vacuous, *Star Gladiator* feels like a Capcom experiment rather than a heartfelt production.



Each square can be occupied by buildings, trees, rivers. Anything you want, like!

Weaveton, sadly, constantly experiences water problems. Even rivers don't help. Pfff.

SIMCITY2000

With it being disappointingly average on the PlayStation, not much was expected of this version of *Sim City 2000*. Because, plainly, if the PlayStation version was slow and jerky, the SNES incarnation was likely to be the gaming equivalent of a Robin Reliant.

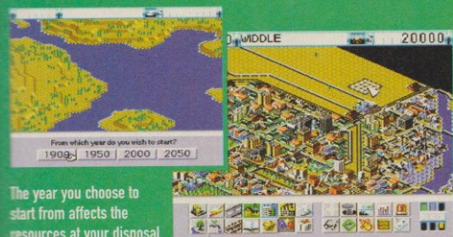
construct it and progress onto better things. Here you are also given the opportunity to develop an urban sprawl in readiment for intergalactic settlement.

The beauty of *Sim City 2000* is that every possible scenario has been included. And it pieces together like a particularly snug fitting jigsaw. If you decide to do one thing then the chances are it will benefit or disadvantage something else. The whole game is just so expertly thought out.

Some may still persist in lamely calling God sims tedious stuff but, frankly, until you actually involve yourself in city building you don't realise how ruddy good they are. This is no exception. Simply put, this is wonderful stuff.

Tim Weaver

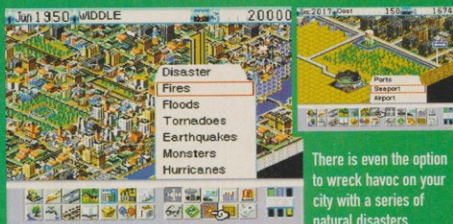
Building cities, surviving flash floods. It's all in a day's work...



The year you choose to start from affects the resources at your disposal.

But, surprisingly and against all odds, *Sim City 2000* on the SNES is fantastic. A more engrossing game you will not have had the pleasure of playing since *Civilization* and, although this still lacks a little "pace", it proves eminently playable throughout.

Most people will be familiar with the set-up by now. Take control of a city, manage it,



There is even the option to wreck havoc on your city with a series of natural disasters.

SIM CITY 2000

VERSION REVIEWED SNES

NO. OF PLAYERS 1

FROM THQ

AVAILABLE December

GRAPHICS

Concise and tidy. In fact, possibly better than those on the naff old PlayStation version.

80

SOUNDS

Not ridiculously catchy and the sound FX are limited. Unlikely to offend, though.

70

GAMEPLAY

A little sluggish, perhaps, but, overall, huge, engrossing and perfectly weighted.

87

LIFESPAN

It takes a while to get into but soon proves to be dangerously addictive. Spanking.

89

OVERALL

88

JUDGEMENT

More suited to the calmer waters of the SNES, *Sim City 2000* excels with a clever, perfectly thought out game engine.

Wazzouk

A New Zealand Expression
For People Who Toss Gum On The Street.

GUM.....ENJOY IT. WRAP IT. BIN IT.



Now we're not saying it's big, and we're not saying it's clever, but we like to shoot things and we like to drive cars far too quickly for anybody's good, at least on-screen. That's just our way, and I bet it's yours too, which is why you should believe us when we say that Micro Machines Military is good fun.

Can yet another edition of Micro Machines really be justified simply by adding guns? What do you think?

MICROMACHINES MILITARY

By pressing both the right buttons in our heads – and this is the clever bit – at the same time, it could hardly fail, could it? And when you consider that the finger pressing your driving button is CodeMasters' experienced MM digit, it's no surprise to find that the fun is all the more good with a group of you.

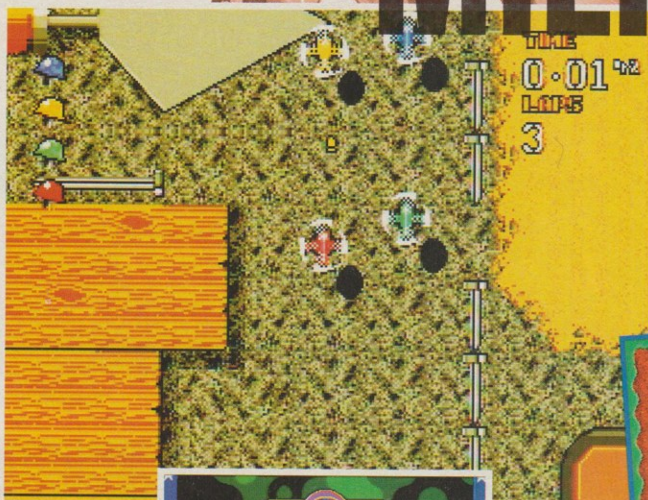
The actual racing's pretty much the same knockabout blend of tiny cars, large obstacles and slippery-slippery handling as before, which is a good thing, although – this being a sequel of sorts – we're treated to a new batch of vehicles: from skidoos to futuristic cyber-tank type affairs. All of which makes not a jot of difference.

The gun part is, obviously, the most important one this time round and CodeMasters have stuck to their heart-warming toy style by mounting not high-explosive velocity cannons and the like, but fairly tame pop guns which will not destroy your opponents. Instead you'll have to make do with distracting them or knocking them onto obstacles before zooming past and crushing them with the edge of the screen in time-honoured fashion. The only problem, apart from the fact that THEY can do the same to poor old innocent YOU, is that at times you'll be so busy shooting you'll forget to steer. Still, that's your fault.

For a purer dose of aggression, where corners don't play any part, CodeMasters have added another painfully obvious, but equally brilliant new game mode. Battle Arena stages couldn't be more simple. Stay on the arena, while endeavouring to knock your opponent(s) off. It's as simple as that, but far more compulsive.

The best Micro Machines yet, then? Mmmm. Lacking as it does the track editor of the earlier game, and given its somewhat lacking in firepower we'd still plump for Micro Machines 2 Tournament Edition, every single time. But it's pretty damn close if you ask me.

Will Groves



(Above) The choppers offer a slippery-slippery experience, albeit in the air.



(Left) The same characters appear again, but in uniform.

(Right) A race degenerates into a shoot-out, again.



J-CART, WE LOVE YOU

This, as Codemasters' last outing on the Mega Drive, sees the demise of one of the best ideas in videogaming – the J-cart. Basically a cart with an extra two ports, it means you can play the game as it was intended.

GLADIATORS... READY?

If you can't be bothered with all those fiddly corners and would much prefer some out and out gunplay then go for the Battle Arena mode. You'll be deposited straight onto a one-screen play area, surrounded by water, and, at this point, significantly over-populated. It's your aim to reduce the population to one – you. Unfortunately it's their aim too. Good luck.



(Above) Once again the boats offer some of the nippiest racing.



(Right) A brief outline of the course before the off. Cheers.

MICRO MACHINES MILITARY

VERSION REVIEWED Mega Drive
NO. OF PLAYERS 1 to 4
FROM CodeMasters
AVAILABLE Out Now

GRAPHICS

As crude, simplistic and effective as they ever were. Nothing added, nothing taken away.

78

SOUNDS

Strictly toy-town stuff here too. Hardly pushing the machine to its limits but adequate.

78

GAMEPLAY

And you can knock that up another five when you get more than two of you playing.

92

LIFESPAN

As a multi-player game, unbeatable, as a solo experience, more short-lived. Get a friend.

86

OVERALL

86

JUDGEMENT

It's simple, it's obvious and it works. Add guns to an already good game and you got a great game, easy eh?

Well we've said it before and, although CodeMasters and their legal people don't like it, we'll say it again.

Supersonic Racers has been worked on by the same people responsible for the mega successful 16-Bit Micro Machines games. Allegedly.

Small cars, crazy tracks and lots of players. Yep, those will be the links then. The tracks, which let's face it are the most important things seeing as the cars

are so small they can't look impressive, combine cartoon style graphics with 3D pretty well, although a lot of them lack the Micro Machines touch - they seem a little bland in the features department. But there are 30 of the suckers which

more than makes up for it.

The eight-player feature is a big selling point, and quite rightly so. It brings out the best in the game as you all battle away to win while making life uncomfortable for everyone around you. It leads to traditional dirty trick campaigns like nudging people off of moving trains. This feature, more than any other was what caused us to give Micro Machines 100% for gameplay. A bold statement but we kept coming back for more. If you can get eight players together, so will you.

Supersonic Racer's biggest problem is the fact

that Micro Machines V3 is breathing down its neck. We've seen an early version of it and it looks like it has recreated that 16-Bit excitement. Supersonic Racers, while fun for a few goes falls

The closest we've come to Wacky Races?

SUPERSONIC RACERS

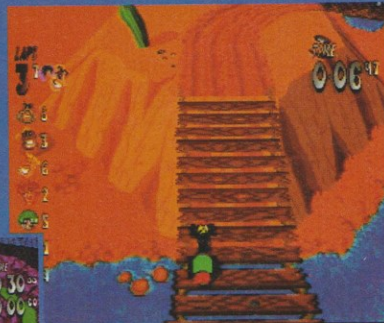
REVIEWED



short of the "exciting" category, unless you can get eight players together. The gameplay just doesn't quite measure up. The control system just isn't as responsive as it needs to be, which takes a lot of enjoyment out of the game at times. The level design is also a bit dodgy, on some stages there is no indication of which way you have to go, which means you spend a lot of time losing when it isn't really your fault.

If you can't wait for the genuine article then Racers does offer a few hours of fun but it isn't as long lived as MM. You'll need two multi taps and eight joypads to see the best of Racers, if you haven't got them, wait for MMV3.

Les Ellis



The camera zooming can cause headaches at times, unless you're on your own of course.



This haunted house level best shows off how the tricky 3D works on the circuits.

SUPERSONIC RACERS

VERSION REVIEWED PlayStation

NO. OF PLAYERS 1 to 8

FROM Mindscape

AVAILABLE Now

GRAPHICS

Plenty of variety in the levels and the blend of cartoon and 3D works rather well.

75

SOUNDS

The engine effects are grating and there is little else to speak of. Reach for the volume.

50

GAMEPLAY

Potentially great but let down by dodgy control system and very poor level design.

74

LIFESPAN

Plenty of varied tracks but the flows will put you off trying to reach them in the end.

70

OVERALL

72

JUDGEMENT

A promising start but Racers just gets pipped to the post by the oncoming Micro Machines V3. Too flawed for its own good.

Derbert

An English Expression
For People Who Toss Gum On The Street.

GUM.....ENJOY IT. WRAP IT. BIN IT.



PC

REVIEWED

There's several fatal flaws on show here. The first being that *Mortal Kombat* is rubbish. Harsh, perhaps, but true nonetheless. There's a pitiful seven characters to choose from and a mere sprinkling of special moves and combos. The graphics are worse than the original 16-Bit versions and there seems to be a distinct lack of sound. **Not a good start.**

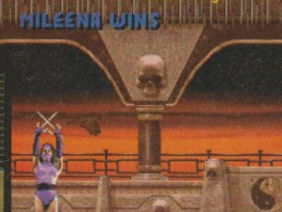
The follow-up is better. 12 characters and a faster, slicker game engine. However, there's plenty to induce some noose/neck interfacing. The sound



By merely using the High Punch you can waltz through the game. Nice programming...



Fatality! Not to worry, though, I'll do her a good on next time round with some High Punches.



Plenty of blood to be seen. Unsurprisingly, it doesn't really prove to be any more exciting.

MORTAL KOMBAT 1&2

Finish Him! (Using just one move...)

— there is some this time — is quite possibly the worst collection of beeps and keyboard spasms ever heard on the PC and, graphically, it barely manages to raise itself above sub-standard.

And if all that wasn't enough, once you've played both games a couple of times, you realise that you can complete the damn thing using just one move. To say that the computer-controlled opponents are so stupid they make Baldric look like Siegmund Freud would be a gross understatement. They're worse. Pull a high punch

allowing you to do it again. And again. And again. And again...

This isn't good at all. In fact it's far from good. Where's *Ultimate Mortal Kombat 3*, eh? The original MK was a travesty the first time around, let alone three years later. And the second, although slightly better, hasn't aged very well at all. Oh dear, oh dear, oh dear...

Tim Weaver



A kick to the facial region always brings a smile to the face. Well, it's a sort of smirk, really. With a bit of dribble seeping from the corners.

MORTAL KOMBAT 1&2

VERSION REVIEWED **PC**
NO. OF PLAYERS **1 or 2**
FROM **Acclaim**
AVAILABLE **December**

GRAPHICS

Pixelated, cheesy and drab. The sprites and backgrounds are surprisingly poor. Tsk.

55

SOUNDS

Absolutely laughable. There's no sound in MK and the music in MK2 should be banned.

31

GAMEPLAY

MK2 isn't too bad but what about the one-move-completion technique? Rubbish.

34

LIFESPAN

Tedious, uninspiring and unchallenging. Candy floss will last longer than this.

29

OVERALL

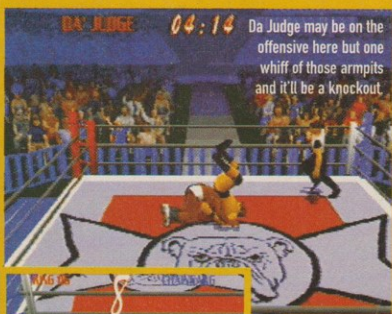
35

JUDGEMENT

It's hard to believe this is a PC version. Everything about it is worse than the 16-Bit versions. A real stinker.

P

REVIEWED



On the floor ram your opponent into the barriers and charge.

POWER MOVE PRO WRESTLING

(presumably their opponents would laugh themselves into a coma at the sight of their tights).

The programmers have used the 3D to its full extent. You can move all around the outside of the ring and rotate the game at any time to any angle. The only use we have found for the rotation

Watch you don't ladder your nice shiny tights here, mate.

is to put off your opponent just as he is about to pull off some flash move, but it makes us laugh so it's cool.

The real hooks in *Power Move* are the moves. Your first couple of goes will probably end up in clumsy grabbing, punching and kicking combinations. Get a little deeper into the game and you will find yourself coming to terms with the most painful-looking moves in the history of wrestling games. Thankfully, unlike a lot of games, you are not restricted to just doing the outrageous stuff inside the ring. If you want to go out and perform these "would kill you if you tried them for real" moves then feel free.

Power Move is brilliantly animated and although the graphics are a little bland the amount and variety of the moves puts this firmly at the head of the pack as far as wrestling games go. If you want the best moves and the best action then go for this.

Les Ellis

POWER MOVE PRO WRESTLING

VERSION REVIEWED **PlayStation**
NO. OF PLAYERS **1 or 2**
FROM **Activision**
AVAILABLE **Out Now**

GRAPHICS

The characters could be better but the animations are excellent.

82

SOUNDS

Enough bone-crunching and smacking effects to keep you happy. It'll make you win.

80

GAMEPLAY

Plenty of moves to master and plenty of characters to try them out on. Lots of fun.

87

LIFESPAN

Lots of options to give you different games. The two-player mode rules supreme.

87

OVERALL

86

JUDGEMENT

Not as hyped as Acclaim's WWF effort but a hell of a lot better. The best wrestling moves yet.



MIRROR, SIGNAL, MISSILE

I'd like you to pull up on the left in a safe place, and carefully, while checking in all directions, annihilate the red Mondeo with advanced weaponry.

CHAINGUN

Looks good but useless against anything with more armour than a Tonka truck.



HYDRA

Standard weapon for attacks on objectives, it has moderate power and reasonably generous ammo.



MISSILE

Not to be wasted on buildings or anything small, unless you're hurried.



SIDEWINDER

Ah yes, the man's missile. Missile of the Gods. Levels just about anything short of a nuclear bunker.



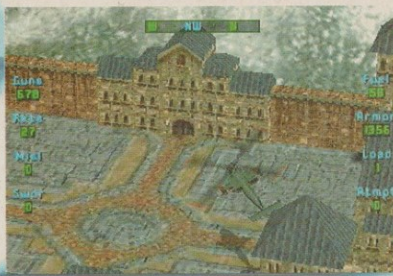
I've always thought that the moral aspects of the Strike games were rather questionable, cashing in on real-life mass destruction and death. Take this latest update, Soviet Strike, for example. I bet no one asked the Chechnyans how they felt about this. EA could at least have checked back with the citizens of Kuwait for some hindsight.

Human rights aside, and this being a games mag and all, SS will, however, be judged on its merits as a game.

First off we have its pedigree. The other Strike games were all great, and SS is definitely a game from the old school of Electronic Arts dictator-bashing. The helicopter, weapons, and pick-ups are all exactly the same as before, and the missions are similar too. You blow up radar, airlift POWs, capture the enemy and generally obstruct the plans of a mad pro-USSR revolutionary. Usual stuff for the Strike series.

So what actually has been added? Quite a bit, but it's all on the presentation side of things. Not that I'm knocking the importance of presentation - it adds to the atmosphere, which in a game like this is hugely important. And SS has atmosphere congealing on it. Dramatic music now kicks in when you assault objectives, and also new

is the behind-the-player rotating view, which you don't have to use but makes you feel much more involved in the heat of some pretty frantic helicopter shoot-em-up action.



Now, just flying around in a menacing manner's not going to help is it? Hurry up and destroy something, fool!

The most important additions, however, are the video and radio messages. I don't normally approve of this over other gameplay elements, but in SS's case it's needed. The extreme Americanisms and appalling acting all nearly convince you you're playing a Vietnam movie.

But it's not enough. Despite the excellent cinematic element, it FEELS exactly the same as the last three Strikes. Newcomers to the series and military hardware fetishists will love SS, but those who've seen Strikes before will be less impressed by the enhancements made in this episode.

Ian Hawkes

SOVIET STRIKE

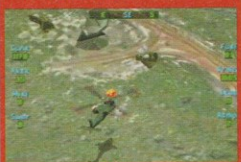
EA ignore the three strikes and out rule from baseball and come up with their fourth Strike attempt. Is this the most explosive one yet?

MY WINGS ARE LIKE A SHIELD OF STEEL

Or they would be if helicopters had wings. Some enemies are better able to exploit this un-Batfink-like state than others - and here they are!

HEAVY AA GUNS

Alarmingly tough and placed in groups. Finger on that Hydra button.



ZSU

AKA "Gert Chunky Tank". Can make armour points drop like Blackburn Rovers in the Premier League. Fire that Sidewinder now. NOW I TELL YOU!!!!



BLOKE WITH ROCKET LAUNCHER

Difficult to see, hit and tell apart from normal soldiers. A git. A few shots will soon sort him out.



Above: I don't think you're going to get under that bleedin' bridge, somahow.



Above: The real reason why Tyneside shipbuilding collapsed.



Suspiciously like the set of M*A*S*H.

SOVIET STRIKE

VERSION REVIEWED PlayStation

NO. OF PLAYERS 1

FROM Electronic Arts

AVAILABLE Out Now

GRAPHICS

Nothing special but they do the job perfectly. Loads of atmosphere. Good landscapes.

81

SOUNDS

Again, pretty standard. Rotor blades, explosions and cheesy music done with reasonable accuracy.

78

GAMEPLAY

Loses out here due to similarity to previous Strikes, but just as good as its forefathers.

83

LIFESPAN

Bloody difficult, but early missions can get tedious. Fortunately there are passwords.

84

OVERALL

82

JUDGEMENT

Undoubtedly a great game in its own right, but only recommended if you don't have much Strike experience.

You'll never see the oh so funny Michael bleedin' Barrymore being this funny would ya?

never enclosed in a narrow corridor, and this is how you spend most of your time in *Crash*. You also get to choose between two characters and even get the opportunity to change into extra characters (like a frog for example) in the game to conquer new challenges. Yes, challenge. While we're on the subject, this is a lot tougher than *Crash*.

While Sony's game will receive a lot of attention *Pandemonium* is definitely the unsung hero and a slightly superior game. It's still not the PlayStation's answer to *Super Mario 64* (that honour goes to *Tomb Raider*) but it's still a hell of a platform game.

Les Ellis



Jesus ain't the only one who can walk on water, around here.

PANDEMONIUM

AVAILABLE ON

Um...*Pandemonium*... it's better than *Crash*. That should send a few shockwaves through the gaming industry. Barely a month after Sony finally showed off a finished version of their much hyped platform 3D masterpiece and someone comes up with something better. That would be akin to groin strain Shearer signing for *Wycombe Wanderers* for a couple of quid or something.

Crash suffered because when all was said and done it was too linear and not really 3D when you thought about it. It was good, but not quite as 3D as we would have hoped for after playing *Super Mario 64*. *Pandemonium* may not be absolutely 3D but it's freer than *Crash*. There are various routes

through all the levels and most of them are viewed from a variety of angles, giving the impression of 3D. You could play it plenty of times and take a different route each time, which adds a lot to it as you have to explore everywhere to get the most from this game.

The use of the camera is also a major feature. It pans around, zooms in and out, and swoops all over the place, helping to create a pretty unique look. There is also a lot variety in the graphics, both in the characters and the level designs.

So, the facts then for you, the jury. *Pandemonium* looks better than *Crash*, plays better than *Crash*, is less linear than *Crash* and offers more variety than *Crash*. The levels in *Pandemonium* are more open and although you are following a route it gives you the impression that you could go all over the place. They have been constructed really well. You are

These circular towers show off the zooming camera angles to their best effect, they also make you feel sick after a while.

If this was Indiana Jones that bridge would be collapsing by now. This jester bloke's taking the easy way out.

The PlayStation's love affair with 3D continues with this classic platformer.



REVIEWED



Thank god BMG resisted making those stupid bells on his stupid hat ring. We would have had to have killed them.

ARE YOU A BOY OR A GIRL?

So what if *Crash* is a cute, furry bloke, in *Pandemonium* you get a choice of characters.



The sinister jester has an aggressive attack that is useful in taking out the creatures you will find.

The girl however has a powerful jump, making normally inaccessible places accessible.



INTRO-VERT

A quote from *Black Adder 2*. "He used to be amused by those people with the funny faces and the bells."

"Oh you mean the jesters Ma'am."

"No, the lepers."

The intro for *Pandemonium* shows this innocent little girl hanging around on a remote rooftop with this, let's face it, scary jester bloke. They read a book and, well, the rest you'll have to find out for yourself. It's just like a Stephen King book, only scarier and about 50,000 pages shorter.



PANDEMONIUM

VERSION REVIEWED PlayStation
NO. OF PLAYERS 1
FROM BMG
AVAILABLE December

GRAPHICS

Huge sprawling levels with clever designs. Colourful in a sinister kind of way.

89

SOUNDS

Nothing too outstanding but everything here suits the game and creates an atmosphere.

80

GAMEPLAY

Non-linear and, more importantly, fun gameplay make this a top platformer.

89

LIFESPAN

A massive game with plenty of variety and lots of replay value. It'll last longer than *Crash*.

89

OVERALL

88

JUDGEMENT

Gives *Crash* a bit of a shoving in the gameplay department and comes out as the 3D platform champ.



Kill rival cops. They give you power-ups, plus they're annoying gits as well.

This Crimewave is a bit of departure for the Saturn. You see, it's a top-down driving (not racing) game, which sees you zooming about in a city (not race track); a cross between Chase HQ and Rock 'N' Roll Racing, if you will. The police force has been privatised, and your little blokey has decided that the best way to earn a living would be hunting down and executing dangerous criminals in his own, slightly cack car.

Had the coding for Crimewave instead been used for a normal racer, it would be a distinctly unremarkable game. The steering is a tad slow, the collision physics questionable at times, and as in many of its genre before it, corners have a nasty habit of suddenly jumping out at you.

But! Crimewave is saved from these faults, not by flashy graphics, not by incredible sound, but by personality. Yep, 'personality'. Basically, the fun in the game comes from the fact that the actual driving isn't linear; you've got an entire city to race around, and the events that ensue when the computer finds a criminal for you to deal with are what make the game.

Imagine this. You're cruising down the motorway in the Business Sector when your computer informs you that a target has been found - but he's behind you. You swing the car around and start

HEY, NICE TOUCH!

To liven up Crimewave, a number of novel touches have been put in including dustbins, smashable roadblocks and so on. However, undoubtedly the best is this football pitch with kickable ball. Crimewave is a game of two halves, etc... oh alright, don't laugh then.

Very helpful messages like this appear an awful lot.



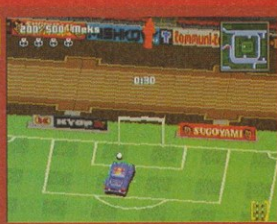
speeding up the motorway in the wrong direction, swerving past or destroying any unfortunate oncoming vehicles. Your on-screen indicator informs you he's left the road - so time for a New York cabbie impression as you follow, swerving past buildings and through car parks, sending dustbins flying all over the place. Then you catch sight of him - eh? It's a tank! Oh well, too late now... you press the machine gun trigger. He manages a few rockets in defence, but it's not enough. Several hundred rounds and a couple of burnt-out camper vans later, and it's all over - you claim your power-up rewards and start searching for the next lawbreaker.

As you can imagine, this is hugely entertaining. You might think that it would get tedious fairly fast; after all, it's the same thing over and over. The game's hard enough, but unfortunately it does become bothersome quicker than many games. But it could so easily have been even worse. Thankfully, the coders have foreseen this potentially fatal hiccup and taken a few measures to eliminate it.

First of these is the addition of a time limit, an almost unfair two minutes allowed between finding and destroying a crook. Although at first you wish it wasn't there, it improves things once the game's novelty has worn off by creating real pressure and stopping play turning into a dull wander-em-up. Second is the two-player option, which needless to say is far more fun.

So although it's lasting power is still a bit iffy, it's a general three cheers for Crimewave. Or perhaps two cheers.

Ian Hawkes



All those well kept lawns and all you can do is drive straight over them.



This is Uptown, filled with Rolls Royces just begging to be blown up as violently as possible.

COPS 'N' ROBBERS

Well, not necessarily robbers. They might have massacred 73 people or they might just have walked on the grass. Whatever, they are all criminals AND THEY ALL MUST DIE.



1
Learn to drive safely.

Here's how...



2
Let the Flying Arrow find you a target



3
Shoot it. Then do it again. Lots and lots.



4
That was easy, wasn't it?

At last, the chance to star in a Police Stop videogame.

CRIMEWAVE

CRIMEWAVE

VERSION REVIEWED Saturn
NO. OF PLAYERS 1 or 2
FROM Eidos Interactive
AVAILABLE December

GRAPHICS

Nice 'n' atmospheric, especially the machine gun, but nothing enormously impressive. Fast and very smooth.

74

SOUNDS

Effects are fabulous, especially the machine gun, but the music grates after a while.

80

GAMEPLAY

Not the most original game in the world but fairly well executed; fantastic fun.

77

LIFESPAN

THUD! "Aargh! Get off me." That was Crimewave falling down on lifespan, ho ho.

62

OVERALL

73

JUDGEMENT

If you're after a different sort of driving game then look no further. Won't last forever, but good stuff all the same.



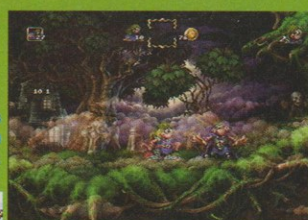
AVAILABLE ON



REVIEWED



Jump on the barrels to reveal power-ups and 'special' things.



Free all the Lemmings by running past them and guffing audibly.

Lomax certainly looks good enough to eat, with some butter or something.

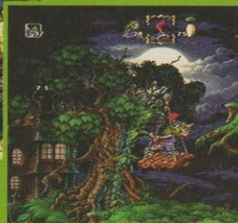
The old barrel level. Run in the opposite direction to get them moving.



Dodge the bomb-dropping balloon boys and leap into the bonus box. Go on, son.



There's a time limit to the bonus levels, so be quick, yet stylish, in your swag bag-nabbing antics.



That box thing at the top shows you which power-up Lomax is using.

With *Wipeout 2097* and *Destruction Derby 2* currently doing the business for them, that little known production house in Liverpool has slipped this funky freaky-titled platformer out with uncanny silence.

And *Lomax* is a bit of a weird one as far as their recent catalogue of smash hit PlayStation games goes. Well, not so much weird, as tastelessly sub-standard.

It's a fairly straightforward platformer, and one which uses a dead similar game engine to Psygnosis' own earlier Mega Drive platformer, *Flink*. It's on a par with *Rayman* with its lush design, that much is clear. And like UbiSoft's format-wide title, a bit of consideration has gone into creating a power-up system where you have to invest a bit of thought in its use. Only a bit, mind.

Your job, could you be arsed to accept it, is to wrest all the Lemmings and LemmingLand itself from the putrid grasp of - hush, don't repeat the gus depository's n-n-n-name in mixed company... E-v-i-l-E-d... And being a Lemming pup yourself, you get the powers

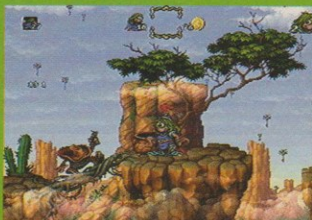
Oh no, not more Lemmings! Um...yeah. But this time, things are different. Oh so...

LOMAX

of your species to help you. You can hunt out and collect various 'abilities' as you mosey your way pertly through dem pretty levels. These can be accessed using an on-screen rotating Ability Selection Menu, and incorporate Lemming specialities to get you out of tricky situations. There's a building ability, one that allows you to dig, even a bomb one.

But Lomax's innovations are stacked on extremely watery foundations, and it all holds together rather jerkily. There's the handling for a start: press X to make Lomax jump, double tap it to make him

Ramp your way to this set of levels and you get to trounce cowboys.



spin into enemies - you just end up double-tapping it all the time. But get him on a platform and just watch him slide on that thin layer of oil that seems to be coating every one. Yes - we're back in routine platformer territory. Thrill! as you always get the feeling that once you've seen one level, you've seen pretty much all of the beggars. Gasp! as you spend most of the time running from

left to right in search of the exit. Shriek! as you fail to be sucked in by the mundaneness of it all.

Oh, and that immortal 'one for the kids' argument that will undoubtedly be raised in its defence? Nah. This sort of stuff was being churned out way back in 'Nam. It may look pretty, but it's average.

A-V-E-R-A-G-E, I tell you.

Marcus Hawkins

HOW DEE DOODY, 3D!

Another of Lomax's innovations is the way you have to head into/out of the screen at key points. Imagine this. You're casually slinking along when all of a sudden a herd of rocks roll your way...

But wait - there's a bridge! So, you, like, head over it by pressing up and continue along. But no! NO! Another bungle of rocks starts rolling at you.

Yet luck be swollen - there's a bridge heading back to the other side! Cynicism aside, Psygnosis really haven't made enough of this feature to render it anything more than a novelty.



Run over here. Oh Lomax with your be-helmeted head of Ginghalaphanaphnar.

LOMAX

VERSION REVIEWED PlayStation
NO. OF PLAYERS 1 or 2
FROM Psygnosis
AVAILABLE Now

GRAPHICS

Pretty pastely, really. If you loved Flink, you'll be in your element with Lomax and co.

76

SOUNDS

All your favourite (or most hated) Lemmings samples and much more for your aural pleasure.

53

GAMEPLAY

As old as them there hills and about as exciting. We expect more these days.

37

LIFESPAN

After the initial few levels your mind will wander to better and more interesting places.

39

OVERALL

44

JUDGEMENT

Surprising how this scraped through Psygnosis' reliable-of-late quality control scoop. It's now a special.

Mammoth 10 Game Demo Disc!

From the makers of

Official UK
PlayStation
Magazine



Essential Fun



Essential Selection

Classic PlayStation games you can't afford to miss, the top sports games revealed plus your guide to the best add-ons.

Essential Play

Stunning 10 game demo disc featuring: Ridge Racer Revolution, adidas Power Soccer, Destruction Derby, Wipeout and many more.

Essential PlayStation

Part One

Part One of this Essential series is available to buy in shops **Now**.
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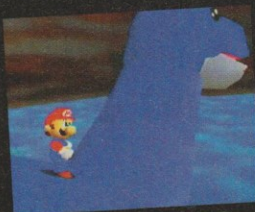
50 GAMES

This month, our 'Recommends...' section eagerly celebrates 50 issues of GM by taking a leafy editorial off-road and citing 50 titles that every true gamefreak would do well to experience before the Grim Reaper calls in their last continue. This isn't a "best of", so don't fret if your favourite game isn't included.

Super Mario 64

3D platformer • Nintendo • N64

Managing to be both a showcase and a dapper game in its own right, SM64 creates a genuine 3D playground and then lets you run, jump, climb, swim and fly around it. You've seen the pictures but only by playing it will you understand the



analogue control, the freedom of movement, the sense of exploration. SM64 is also the first videogame to abolish pixels – it's simply too smooth. Soon, my pretties, soon...

Bust-A-Move (2)

Puzzler • Acclaim • PlayStation, Saturn, SNES, Neo-Goo CD

Aim and fire coloured bubbles at similarly coloured bubbles to dislodge them from the screen. Who'd have thought this would create the Versus Match of Champions? If you should happen to die before you see it, don't worry. They're surely playing this up there in heaven.

Doom (2, Final, Ultimate etc.)

3D blaster • id Software • PC, PlayStation, 32X, Jag, SNES...

Oh, what a surprise (yawn)... No, come on now, imagine coming across somebody who'd never played Doom. Could you reasonably explain the leap from Wolfenstein to this? Convey its link-up or networked deathmatch fun? The gusset-warming anticipation of sidestepping into an unfamiliar



corridor, shotgun ready? The only way is to play it, and most of you have wisely done so. Now let us recommend it to those few saps who haven't.

Multi-player Arcade Daytona

Road racer • Sega • Arcade

Advances in leisure technology have never been more apparent than when the classier arcades started replacing Virtua Racing with Daytona machines. High speed texture-mapped thrills in increasingly beaten-up cars, enhanced exponentially by squeezing a handful of human rivals into small seats, this remains a superlative multi-player experience that shames more recent efforts like Touring Car.

Terra Nova

Strategy • Virgin • PC

Strong plotting and thoughtful missions make this realtime 3D skirmish an absolute winner, but the graphic depiction of the power-armoured squad under your orders is so demanding that you shouldn't even consider it unless you've got a top-of-the-range PC. Elitist, and worth every penny.

Tomb Raider

3D platformer • Eidos/Core • PC, Saturn, PlayStation

Pleasingly irregular 3D caverns, sumptuous textures and an intrepid sense of exploration have already made us clutch Tomb Raider to our bosom. Comparisons with Super Mario 64 are inevitable, but you'd do better to imagine the mechanics of Prince Of Persia (running leaps, ledge-grabbing, switches, spikes and sliding blocks) transferred to a very well realised third dimension. Besides, when did you last



see Mario somersault into a room with both guns blazing?

Syndicate Wars

Action strategy • EA/Bullfrog • PC, PlayStation, Saturn

Build up a team of cyborgs, give them ludicrously anti-social weapons and trot them off to an isometrically-viewed future ghetto to perform theft, arson, assassination, or bodyguarding. Still deliciously amoral (Syndicate regularly encouraged drive-by shootings and suicide bombings), this worthy sequel boasts grittier graphics and a network mode. The original is worth tracking down on budget, even if 21st century LA looks like a Milton Keynes sports centre.

Time Crisis

Shooter • Namco • Arcade

Shooting gallery games don't work at home – too easy to learn by rote – but a few credits of this and you ARE Chow Yun Fat. Neat suits, well-stocked guns, the addition of 'hide in cover' pedals being just the first of many welcome additions to the genre, and if you spend your quids in it most heartily you will come away very refreshed.

Command And Conquer

Wargame • Virgin • PC, Saturn, PlayStation

Demanding quick strategic decisions and realtime control, C&C has ousted Dune 2 as the finest 'action' wargame available. Build up your troops, give orders to each unit and react quickly to enemy retaliation. A Covert Operations data disc currently expands the PC



version, and we await the forthcoming prequel with wetted lips. Oh yes.

WarCraft 2

Fantasy wargame • Blizzard • PC, Mac

There you are, chief of a proud Orc nation exploring the edges of your settlement, when you suddenly come across a dirty tribe of human invaders filching your mineral deposits. So build those defences, advance Orcish war technology and declare genocide on their filthy pink flesh by juggling your manpower in realtime. Multi-player networking is intense, or you can play all the solo levels from the enemy's perspective. There you are, chief of a proud human nation...

Duke Nukem 3D

3D blaster • US Gold • PC

At last, a tongue-in-cheek Doom clone with so much crude machismo

YOU MUST PLAY BEFORE YOU die!

sections and jumping. The up-&-down action is lame compared to efforts like Bungie's *Marathon*, and some would claim disappointment at the pigeonsteps taken since *Doom*; but if it ain't broke, give it new monsters and weapons and let the network players appreciate its godlike wonder.

Sim City (2000)

Mayor sim • Maxis • PC, Mac, PlayStation, Saturn, SNES
With Lego simplicity, *Sim City* gives you the chance to build bypasses and hospitals, set taxes or promote nuclear energy in your own little world. Then, by calculating the living conditions and reactions of the little proles, it lets you watch the result, fiddle with the proceedings and experience the proud gratification or abject remorse that



most public figures work a lifetime to discover. Damn it, civil engineering shouldn't be this much fun. Older versions of *Sim City* are just as playable.

Mechwarrior 2

3D mobile suit sim • Activision • PC, PlayStation, Saturn, Mac
A Western sally into Japanese territory, this does actually capture the flight sim complexity of piloting a 50 foot suit of jet-assisted battle armour, and brings no small amount of fun to those who can cope with such.

Wave Race 64

Racer • Nintendo • N64
It's hard to see how any Jetski games outside the arcade will compare with the



N64's choppy, splashy, ocean physics that make your battle against the waves as fierce as that against opponents or the clock.

Civilisation (1 & 2)

God sim • MicroProse • PC, Mac, Amiga, SNES

Your mission: to explore strange new continents, to seek out new life and new civilisations, and to murder them brutally and steal all their gear and ideas if they cross you. A bit of city management plus research plus wargaming lets you 'be' the godhead of an entire empire over thousands of years, from messing about with clay pots to building starships. An every-weekend-for-a-month-stealer.

Mario Kart

Racer • Nintendo • SNES
Cutely silly go-karting that did more than just show off split-screen Mode 7. The balloon game was still being played in this building just last month, and if the 64-Bit version merely duplicates it then some parties won't feel too disappointed. Mev Dine's *Street Racer* did well to come sooooo close.

Street Fighter Series

Fight! • Capcom • Arcade, PC, PlayStation, Saturn, Amiga, SNES, Mega Drive, etc...
Depth. Integrity. Passion. Sadly, some gamers have never taken the time to appreciate the qualities behind the increasingly passe graphics of Capcom's finest. Old



SF2 Turbo remains a personal favourite for many, but SF Alpha 2 is the choice for 32-Bit. We need say no more, I suspect.

Multi-player Bomberman (aka Dynablast)

Bomber sim • Hudson • Saturn, Amiga, SNES, Mega Drive, PC Engine, Arcade

Forget solo mode. It is GOD'S DIVINE WILL that Bomberman be enjoyed by as many people as possible at the same time, and this is what you absolutely must experience before you finally peg it for good. Experts prefer the cool power-up selection of the first game, but No. 3 (a version of Bomberman '94) is more readily available and allows up to five players at once. Wahey...

Sega Rally

Vroom-vroom • Sega • Saturn, Arcade

Though slightly less interesting than Daytona in its arcade form, this beats it hands down in terms of the quality of home conversion. A bit lonely on the track, sometimes, but that should just convince you to collar a friend for the amazing split-screen mode.

Yoshi's Island

Platformer • Nintendo • SNES
Hardware-stretching effects, enormous bosses, a huge bestiary



of enemies with different properties to discover, all deliberately stylised with the look of a child's dreamy crayon sketch. Smaller than *Super Mario World* but more fun, this shows Nintendo stepping in to save the reputation of platform gaming.

Jumping Flash (1&2)

3D platformer • Sony • PlayStation

While *Crash Bandicoot* is a traditional 2D platformer played from a first person perspective, *Jumping Flash* creates a genuine 3D arena to leap around and explore. In this sense it's the closest thing to SM64 on the PlayStation, albeit with a completely different and innovative playing style, and only let down by its low difficulty factor and consequent brevity.

Puyo Puyo

Puzzler • Various • SNES, Mega Drive, Arcade



Also called *Super Puyo Puyo*, *Dr Robotnik's Mean Bean Machine*, *Kirby's Avalanche* and *Foul Egg*,

not to mention the numerous homegrown versions for Amiga, PC and Mac (that may or may not infringe copyright...). A basic concept - join falling blobs of similar colours to pop them - becomes addictive when you discover the deeper tactics of setting up chain reactions. The fiercely aggressive two-player mode has been known to destroy long and beautiful friendships.

Link-up Ridge Racer (Revolution)

Car sim • Namco • PlayStation

A boy racer's dream - fast expensive motors and twisty roads in an exotic holiday location. It was the professed realism and manual gear change that complemented RR's state-of-the-art graphics, and only the lack of circuits (inexcusable in *Revolution's* case) can scupper the long term appeal of the two-player link-up.

Multi-player Micro Machines

Mini sim • CodeMasters • PlayStation, Saturn, PC, Mega Drive, SNES etc

With the Codies making versions and updates for almost every system going, there's no excuse for not hunting one down. Tiny cars, breakfast tables, ordinary household obstacles, super, smashing, great.

Adidas Power Soccer

Footy • Psygnosis • PlayStation

Perhaps less realistic (and less bugged) than the steadfast *Actua Soccer*, but with dollops of accessibility caked between its studs. With so many 3D footy titles around it's going to be a matter of taste, at the end of the day. Des.

Resident Evil

3D adventure • Capcom/Virgin • PlayStation



Out of ammo in a mansion full of zombies? Typical! A bean-brained plot with embarrassing dialogue, but drawing on the best elements of *Fade To Black* and *Alone In The Dark* to create a truly scaresome 3D adventure with claustrophobic camerawork. The puzzles won't take long but the experience is completely unforgettable.



to handle such a powerful raw influx of energy.

Tekken Series

3D scrapperoo • Namco • PlayStation, Arcade

It can and will be beaten, no doubt, but for the time being *Tekken* is king. Casual players and part-timers tend to prefer the first, but the sequel plays a less cheesy kind of game.

Quake

3D blaster • id Software • PC

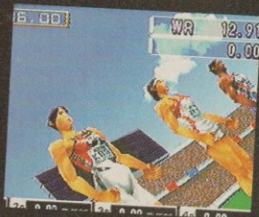
The popsters at id repeat *Doom's* success by creating their own clone with D&D deathtraps, underwater



50 GAMES YOU MUST PLAY BEFORE YOU DIE

International Track & Field

Tap-em-up • Konami • PlayStation
Included for its retro control system (just hit the buttons repeatedly, alternately or in order to raise those power meters and time the key moments of sporting action), this is the sort of multi-



player game to be enjoyed with tinnies, pizza and a bunch of mates on a night in. Don't expect much depth or long-term appeal, just plenty of laughs, bravado and joy-pod-wreckage.

F1 GP2

Lap-em-up • MicroProse • PC
A bit dry for some, but if you come over all light-headed after smelling spark-burnt rubber and



petrol then Geoff Crammond's long-awaited 'real' racer will have you ripping out your Dad's car seat and placing it in front of the monitor. Graphics so stunning in SVGA that it's more of a Formula One 'sim' than a game.

Tetris

Puzzler • Bullet-Proof Software • Everything
An idea so simple and yet so compelling that large numbers of ordinary folk rushed out and bought Game Boys purely for this. It's surprising, therefore, that console versions and decent two-player modes are so thin on the ground. When later games messed up the formula with colours, magic blocks and explosions, they inevitably corrupted its sweet purity for the worse. A lesson to us all.

Daggerfall

RPG • Virgin • PC



Anybody remember *Damocles*? The novelty here is that *Daggerfall* uses a 3D engine to portray its fantasy world, thus letting you run around in a very freeform adventure and explore it Doom fashion. You'll never see sunlight again.

Sensible Soccer

Footy • Sensible Software • All the 16-Bits

Tiny blokes viewed from overhead may look and sound unsophisticated but this is its charm. With so much more of the team visible at any time, you'll discover a daren't-even-blink passing and tackling game that makes some



3D titles look like a Sunday morning friendly. SWOS, on formats that take it, is even better.

Networked Marathon

First person blaster • Bungie • Mac, PC (shortly)
Besides owning superior but less popular computers, Mac gamers have also enjoyed this technically sexy but little-known *Doom*ster with an engaging storyline about a rampant AI and alien invaders. Full up-&-down mouse-targeted 3Dness for control freaks, plus the ability to save movies of your finest deathmatches, make it a multi-player treat.

Virtua Fighter Series

3D punch-up • Sega • Saturn, Arcade

A veritable classic, VF kick-started the whole 3D fighting business with an incredible range of subtly different moves and the harshest, crunchiest physical contacts ever felt. If your Saturn didn't come with VF, treat yourself to VF2.

Zelda 3: A Link to the Past

A-RPG • Nintendo • SNES

"So now that I've used the Flippers to find the Hookshot, I can go back and cross that chasm up on the mountain where I saw a Heart Piece..." and one thing leads to another, and before you know it you're completely and utterly hooked on Miyamoto's classic action RPG. An overhead *Mario* with puzzles galore.

Sonic The Hedgehog

Platformer • Sega • Mega Drive

Not so much a platformer as a unique British cultural event, *Sonic* replaced *Space Invaders* as the stock phrase old gimmers use to describe any videogame ever. Incredible speed, inventive level designs, and you really ought to have played at least one game in the series...

Super Mario Bros 3

Platformer • Nintendo • SNES, NES

Again, more for the cultural interest, this was to the Americans what *Sonic* was to us. When Rick Moranis asks the Ghostbusters' secretary to join him for some two-player fun, he's talking about *SMB3*'s Luigi & Mario co-operative mode. The best thing on *Super Mario All-Stars*, it's absolutely packed with the secret bits and clever tricks that became a Nintendo trademark.

Pilotwings 64

Flight sim • Nintendo • N64

Learn to fly hang gliders, rocket belts and gyrocopters over four huge and stunning islands that show off the cut-



down Silicon Graphics machine lurking inside every N64. The demanding tutorial nature of its missions and the 'piloting examiner' method of scoring has actually deterred a few players, so it's not for all tastes, but you owe it to yourself to give it a fly.

Monster Max

Isometric platformer • Nintendo • Game Boy, SGB

Brit developers John Ritman and Bernie Drummond bring a touch of nostalgia to the



Game Boy. Classic 8-Bit titles like *Head Over Heels* and *Batman* may be hard to track down, but this revisits suits the hand held perfectly and will quickly have you cursing.

EF2000

Flight sim • Ocean • PC

Your skills haven't been tested until you've played a game with - yes - a keyboard overlay! Flight sims are an acquired taste, sure, but within the ranks you'll find various trade-offs between fun, accuracy and complexity. If we have to suggest one above and beyond the rest, however, it's *EF2000*. You won't be disappointed.

Final Fantasy 3

RPG • Square • SNES (import)

A turn-based fantasy with an operatic plot in which little cutesy sprites somehow manage to

convince you that they live real lives of pain and glory. Despite the lack of UK release (bool) this game spawned an entire underground of devoted European fans, so 'role' on FF7 PlayStation, we say (you're fired, I say - Ed).

Mortal Kombat Series

Gore-em-up • Williams • Arcade, PC, PlayStation, Saturn, Amiga, SNES, Mega Drive, etc...

Love it or hate it, everybody should play an MK game at least once to see what all the fuss is about. The forthcoming



MK Trilogy will be the definitive version, and it's only a rumour that a digitised Les Ellis appears as The Necromancer sub-boss.

Return Fire

Strategy • 3D0 • 3D0, PlayStation, Saturn, PC

Your base contains jeeps, tanks, copters, but - gah! - you can only pilot



one at a time! So choose well before racing off to blast your enemy's defences or protect your own flag in a battle for control of an island. Plenty of clever and frantic missions, but RF is included here for its joyous (and loud) two-player mode.

Landstalker

RPG • Sega • Mega Drive

Mega Drive owners now look back on this isometric action RPG and think, "Cor, that was



a bit good, wasn't it?" And so it still is, if you can track down a copy.

Secret of Monkey Island

Adventure • LucasArts • PC, Amiga, various

A landmark title, making a break from previous adventure games by including (a) humour, (b) no bloody orcs and (c) classy insults. Its success spawned a sequel (both are to be released shortly in one budget bundle for PC, hurrah) and laid the foundation for other classic LucasArts titles like *Day Of The Tentacle* and *Sam & Max*.

Speedball 2

Fantasy sport • Bitmap Brothers • PC, Amiga, ST, Mega Drive

It's not known exactly how many joysticks were destroyed in the two-player game, but this Rollerball-inspired smackfest is the most violent and frenetic 'sports' game ever, despite numerous pale imitations. Earn points by scoring goals, hitting hot spots or simply hospitalising the opposition. Everybody knows someone with an Amiga (which hosted the finest version) so be nice to them and ask.

Tempest 2000

Blaster • Atari • Jaguar, Mac

Spin your spacey thing around the lip of a vortex and shoot the, er, nasty things crawling towards you. Jeff Minter's shape-blasting reflex tester is so abstract, and



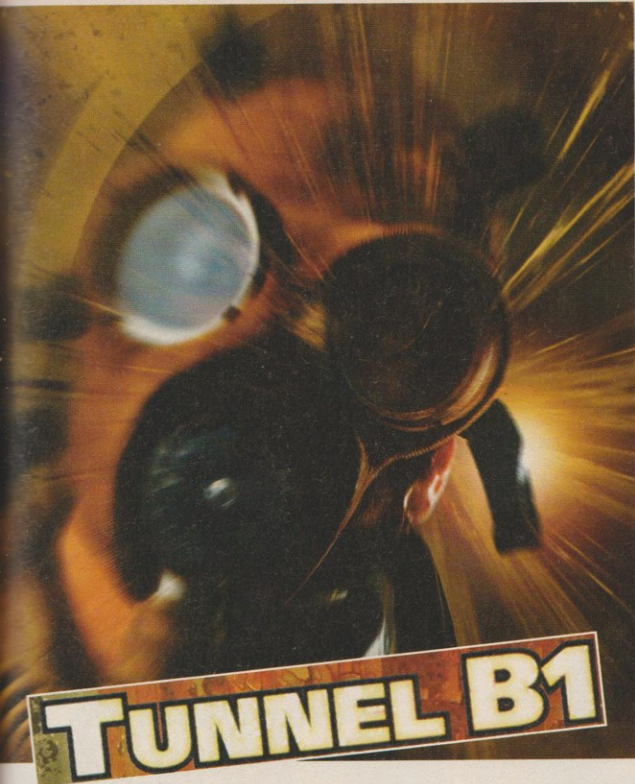
yet so pure, that trance-like states of total immersion aren't all that uncommon.

Elite

Space trader • Firebird • 8-Bits

Warp between systems, dogfight in low orbit, dock with a space station and trade your current cargo for the best local deal. Spend the profit on ship upgrades and repeat the whole process, ooh, several hundred times. Something about the intuitive 3D (often wireframe) combat, the thrill of making piles of cash and the sense of a real universe out there made this far more addictive than it ever should have been. A current fave on the 'emulator' scene, ignore the slow, dull (but big selling) sequel and seek this out on your uncle's old home computer. Isinor - Tionisla rune, anybody?

NOW YOU KNOW, GO, PLAY THEM ALL AND R.I.P



TUNNEL B1

Tunnel B1 stunned everyone when it first appeared with its graphical flair and silky smoothness. What of the Saturn version though? And, more importantly, what of Neon – the game's developers.

Issue 87 of *Sega Power* – on sale on the 21st of November – will be the only mag to answer both of these questions. We suggest you buy it for this reason alone, but if you need further persuasion...

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Wave Race 64
All change for the US?

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64 fan

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geta the
freak
outta
ma way
plumber
boy!



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WARIO KART 64

6 TIPS →

More stars than
Matthew Kelly's
star collection!
SUPER MARIO 64!



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WELCOME



Bit of top old month really. Yeah, there may not be anything around

for review as far as the N64 goes, but at least it's given us a chance to immerse ourselves in the salty depths of *Wave Race 64* even more. And you know, the more you get stuck in, the more it opens up. Like a particularly ripe clam.

And there's that buzz in the air. That electric feeling that you get when you know something BIG's about to happen. As we write, *Wave Race 64* is just going on sale in the US, and you just know it's riding the breaker of a tidal wave of releases. You can tell that *Shadows Of The Empire*, despite the delays, is itching to get out. And with confirmation of *Mario Kart 64*'s release date and pack-in pad (see page 4 for more details), 64fan's about to go critical...

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she sins sometimes, dressed in white, gets drunk on red wine

64

CHANNEL

THIS MONTH'S EXCITING EVENTS



NEWS



Cap Sq up to

wet dream

Nintendo have announced that *Wave Race 64* will change for its US release. Strangely, though, the changes are not really needed. Four of the courses have been renamed, for a start: Milky Bay has become Sandy Beach and Glacier Coast has been ousted in favour of the

ludicrously titled Cool Wave. As well as these tweaks, the commentator also now sounds far less excited. His introductory lines have been re-recorded to make it sound as though he's spent two months in Albert Square and, now, instead of saying "Okay", he will say the very American, "No sweat!" These changes aren't likely to affect the game too much, though. That remains supremely playable.



On-screen info is easy to read. The sense of speed is awesome, especially when rushing through these tunnels.



ジャンプ台でスティ

All the stunt tracks and races remain the same, it's just the names that change. Why? Because Nintendo could, that's why.



com ware Nintendo?

load of old cap?

Rumours have, this month, suggested that Capcom are on the verge of announcing a series of titles for the N64. Already believed to be well into development, the most exciting title could be *Street Fighter EX*, a conversion of the arcade game which took last month's JAMMA show by storm. However, perhaps better news for N64 owners is that it would debut on Nintendo's machine before it eventually moves across to the rival PlayStation and Saturn formats.

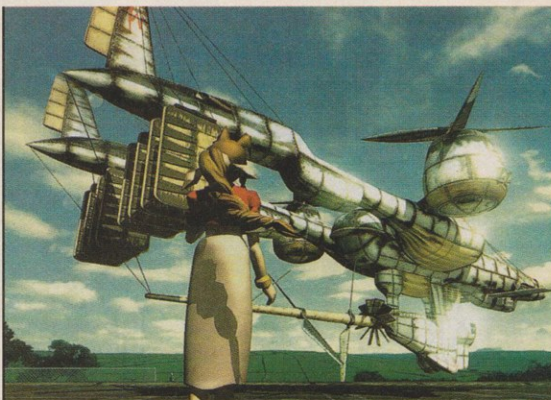
Also doing the rounds are quiet whispers of *Mega Man 64* and *Street Fighter Alpha Heroes*. The former would be an updated – and hopefully fully 3D – version of the highly successful *Mega Man* series, whilst the second *Street Fighter* title would take the route of rival *Ultimate Mortal Kombat 3* by bringing together all the characters from the previous games with other improvements on top. Capcom themselves are keeping their mouths tightly shut (as usual) with no official announcements expected to be made until well into next year. Ah, bugger.



Ok, so we'd all like the definitive *Street Fighter* for the N64 but *Mega Man*? Considering recent 32-Bit form the words 'flogging', 'dead' and 'horse' come to mind.



The Internet is normally the domain of PC owners. Just lately though the hottest news on the Net is all about the N64. While we don't normally take much notice of these rumours, just lately the sources are becoming more reliable and worthy of investigation. Take our Capcom mega scoop this issue for example, scorching news or what? On an equally scorching note, *Mario Kart 64* is almost upon us and we're really excited about this one. Check out page four for even more exciting news.



Final Fantasy 7 on N64? Not very likely but surely Square can come up with something extra special for us faithful Nintendo fans.

say you'll be square

Confusion has reigned supreme at Squaresoft in the past 30 days, with their N64 involvement being first denied by Vice-President June Iwasaki, and then confirmed by in-house musician Nobou Uematsu. Proving that there's a distinct lack of communication at Square HQ, Iwasaki trumpeted confidently that, "There is no truth to the rumour (of there being a game in development) and there are no plans for development now. We have an open platform policy and we're developing games for the PlayStation and PC".

Fine, except that barely a couple of days later, tunesmith Uematsu told 64fan: "It seems that many of you are concerned about Squaresoft creating software for the PlayStation. This is only a temporary measure to insure our continued good standing with our shareholders. I had no part in the decision. Nintendo 64 development is underway".

Square have been openly critical of the N64's lack of storage space in the past and their PlayStation-only *Final Fantasy 7* suggested they may never develop for the platform. Statistic-lovers in Japan, however, believe they may wait to see the machine's end of year sales before they make a decision on launching a new title.



holy cow!

● Nintendo have done the business – and that's official! US press analysts this month, confirmed that the N64 accounted for 51% of all videogames console sales in September. *Super Mario 64* and *Pilotwings 64* also leapfrogged to the top of the games charts. Catchily named analysts NPD TRSTS commented: "This is especially impressive given that the system was only available for the last days of the five week period". December should also make for interesting reading with the possible release of *Yoshi's Island* and the definite showcasing of *Mario Kart 64*.

● Perhaps the biggest news on the 64DD front this month is, what was expected to be the first title to utilise it, role player *Legend of Zelda 64*, possibly won't now use it at all. Internet reports have suggested that, in actual fact, *LOZ64* may turn out to be a normal cartridge game after all. If this does prove to be the case then it casts some serious doubts over whether or not the much talked about 64DD add-on will ever get off the ground. As for *LOZ64*, well, whereas it was expected to appear at this year's Shoshinkai Show in Japan it would appear that Nintendo now aren't likely to allow any peeking at all until well into next year. So, some extreme disappointment all round then...

hot press!

The only title to be officially announced for the N64 this month is bare bum-fest *64 Oozumo*, a cheeky sumo wrestling sim. As strange as the idea may seem, Nintendo report that it's three-quarters of the way through development and should be out early next year. Little is known about the game except that it may include a five-on-five tournament and motion-captured wrestlers. Should be one to watch...



↑ Jump you Donkey! No, your nothing but a great big ape. Be off with you, fiend.



↑ One of the most appealing improvements: one of those addictive ghost modes.

← The classic Mario Kart split-screen atmosphere re-captured.

mario kart

the most brilliant racer of all time is back – on the N-N-N-N64!

When Nintendo first devised *Mario Kart* a few dared suggest that it would rather miss the mark. After all, a racer in which you took control of a plumber and a Princess? Good idea. Three years on, it's probably fair to say that *Mario Kart* on the SNES is, not only one of the best-selling games of all time, but possibly one of the finest. The announcement, then, that *Mario Kart 64* was in development for Nintendo's new super console naturally made many go weak at the knees. The best thing since sliced bread? Quite possibly, yes.

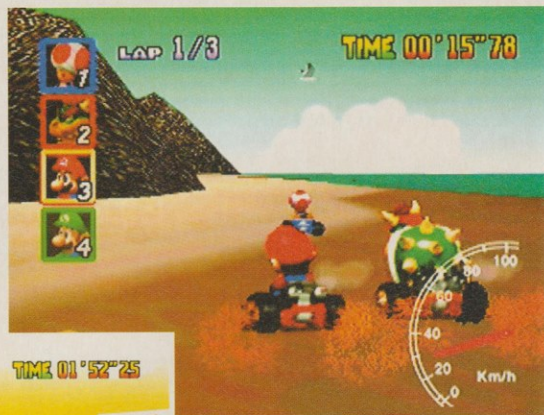
If you were still in any doubt, however, you only need look as far as these very pages to see that *Mario Kart 64* delivers in spades. Finally set for a December 14th release, the game will also – in a move unlike anything Nintendo have done before – include a new controller developed in association with *Mario Kart*. With two tones and a black B button, the analogue pad will be retailing



↑ Bowser's jerkin like a gherkin all over the shop, and he's the one carrying the banana. Fool.



↑ A keen eye will pick out the Mario-ised advertising hoardings on this circuit.



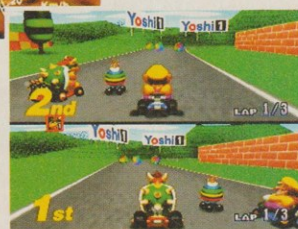
↑ The original was always about gameplay by the bucket-load – and now just look at the graphics!

with the game in Japan for around 9,800 Yen, followed by a US release. Whether or not dear old Blighty will receive the same sort of treatment is unclear. As long as we don't have to wait seven months...

Still, bitterness aside, what does *Mario Kart 64* have to offer? Tracks-wise it's beautifully comprehensive with 20 courses to choose from combining both the Grand Prix and Battle modes from the original. For those uninitiated in *Mario Kart* speak, that amounts to 16 "traditional"

take that and karty!

Nintendo are planning some special events in toy stores throughout Japan on December 14th to coincide with the release of *Mario Kart* on the N64. Quite what form these events will take is unclear but certainly it may be in response to the gradually increasing – and somewhat unexpected – threat from the 32-Bit machines, especially the PlayStation. Nintendo, however, maintain that the lack of games is due to their high quality control. One thing's clear, though: *Mario Kart* is certain to mark the beginning of a wave of new titles.



↑ Quick! Go dig up your copy of *Mario Kart* and fall in love again...



Just look at the expressions of those cows. Shigs, you're a god.

Thwomping heck! Is there no end to Miyamoto's madness?



All those racing options... Mum of God!

the fast show

Just as in the original, there are eight characters to choose from. However, two changes have been made. Donkey Kong Jr and Koopa Troopa have been given their marching orders and replaced by Donkey Kong (of the senior variety) and nice moustache man, Wario. The full character listing is now Mario, Luigi, Princess, Toad, Yoshi, Koopa, Wario and doddery old Donkey Kong.



Ignore those names on-screen. Over here, Koopa will still be a Bowser.

64



A spot of three-way action never hurt any sane personage.

racing tracks and four Battle courses, which require you to pit your wits against an opponent in a maze-like arena.

Graphically, it's glorious. Pixelation is non-existent and, with the newly available power at their fingertips, Shigeru Miyamoto (or "Shigs" to his mates) and workforce have created some breathtaking tracks. One, in particular, is set in the middle of a ruddy great motorway offering up a saliva-inducing menu of oncoming transport and fellow competitors. Fantastic stuff.



Perhaps the best part of *Mario Kart 64*, though, is the inclusion of the four-player mode. If you thought that the original was where the buck stopped as far as multi-player games were concerned, think again. Here you are treated to a quarter of the screen – which isn't, despite rumours, a problem at all – and some unmatched four-player magic. Ultimately, this could be the option that makes *Mario Kart 64* the best racing game in history. A brave claim, but we here at 64fan like living dangerously.

Notice that Wario has a bunch, while the chimp with the limp has only one. Why, bananas o'course!

Mississippi Madness? Steam Boat Silly?



Of course, one of the most satisfying aspects of the original *Mario Kart* was taking another player out with a shell or banana skin. Brilliantly, these power-ups have been improved for the 64 version, with bananas skins able to come in collections of five as well as on their own and mushrooms – rather short-term and flagrantly disappointing in the original – coming as

threesomes, allowing for longer stretches of speed. A new power-up has also been added to the list in the form of the "reversal punch". This proves universally handy when another player decides to use a weapon on you. Once you've been hit you can select this and it will reverse the effects of the weapon leaving your vehicle as though it had never been hit in the first place.

Perhaps only the expectancy surrounding the release of the N64's first title can match that clogging up the very pores of *Mario Kart 64*. The four-player mode is going to be breathtaking and by taking an already stunning game and making it better you can only end up with one thing: a better than stunning game. Erm...



SUPER MARIO 64

Courses 9, 10, 11 and Star Road 2

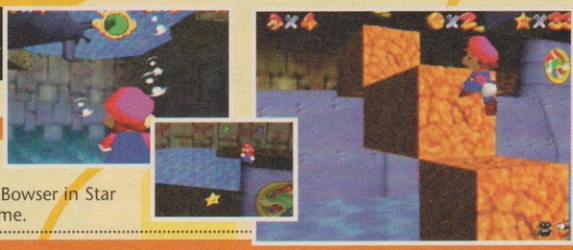
64 fan knows from bitter experience that this month's courses contain some of the most head-scratching, tongue-chewing puzzles in the game. No peeking until you're absolutely, definitely, certifiably at your wit's end, mind.

We hope you've been saving up these instalments: our calculations suggest this guide will conclude just a month or so before the N64's UK release, giving you the full monty right when you need it. How do we do it? Well, it's all in the, er, the, um, timing.

COURSE 9 submarine docks

Star 1

The first star rests on the top deck of Bowser's personal submarine. Climb aboard using the cork steps activated by the purple I-switch. Once you've obtained it and beaten Bowser in Star Road 2, note that his sub will disappear forever from the game.



Star 2



Unlock all the chests in the correct order to find the second star. Starting at the clam, swim anti-clockwise around the outer wall and open the three chests in turn. The fourth and final chest is at the edge of the whirlpool, so approach with caution from the tunnel entrance and retreat quickly.

Back in the submarine bay, the I-switch also activates a second set of cork blocks leading up to the overhead loading rig. Use the moving poles to collect all eight red coins. Remember that Mario flies directly backwards when jumping from a pole, so rotate the camera views to line yourself up perfectly for each pole switch.

Star 3



Star 4

Under the submarine is a water vent from which silver-blue rings of turbulence rise and expand. Swim down through five consecutive rings to make the fourth star appear below. You'll need the help of the green I-box to grab it, using Terminator Mario's weight to overcome the upward current.



Star 5

Chase that awe-inspiring manta ray at a short distance, passing through the rings transmitted by its tail. As with Star 4, you need to swim through five consecutive rings (it may need six if Mario is running out of breath, as the first ring will restore any lost health but won't count).



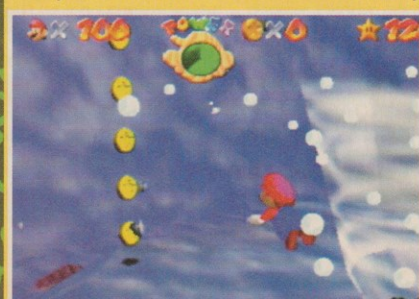
Star 6

On the ocean floor of the submarine bay is a red mesh cage guarding the final star. The trick here is to grab both of the caps from the green and blue I-switches, thus becoming a combination of ethereal and Terminator Mario. You can then sink quickly to the cage and pass straight through the solid bars.



bonus star

Collecting 100 coins is especially tight on this course because you must tackle the suction power of the whirlpool or the sub bay exit. Both have five coins stacked nearby, and there are only 106 in total. Don't miss any red coins (16), the blue coin switch above the submarine (30), the ring on the sub bay floor (8) and a line of coins just below the surface, near your entry point to this level (5).



treats

- You can swim faster by tapping the A button repeatedly rather than holding it. This is the only way to escape the whirlpool's grip.
- Below the waves of the submarine bay is a large dark exit that can suck you out of the course and dump you in the castle moat.
- One clam holds a green Koopa shell that you can grab underwater with the B button, although you might be a bit disappointed.
- When you first enter the course, stay afloat and watch the circling shark's dorsal fin break the surface. Have they thought of everything?



BOWSER'S UNDERWORLD *star road 2*



You need at least 50 stars to reach this area: only then will the liquid wall entrance to Course 9 slip back to reveal a hole in the floor.

The Star Road is a fairly linear obstacle course, and your experience with Course 7 should teach you how to negotiate sinking platforms and bottom burns. As usual, an extra star can be earned here by collecting all eight red coins. Look for them in these places:

- on top of the grille ramps.
- on a see-saw bridge. Tip it to the left, then run right.

- atop the green pole, in the cage with blue walls.
- step on and off the elevator in the cage, let it rise without you and drop down through the gap it leaves. That's why the heart restorer is directly underneath.



- guarded by a horned bomb on a raised platform.
- one entire end of the course rises and falls on springy ramps. Look for the spot of a coin's

shadow and wait for the platform to eventually rise.

- cunningly obscured by a flame jet on the last long stretch of lava.
- finally, look above the last floating platform with a central pole. Somersault from the very top of it, or use wall jumps, to reach the 1-Ups and the star above.

Bowser's now sneakier. Try to run around him and he teleports, rematerialising behind you. His breath won't fix him to the spot either.

The solution? When Bowser has stopped rocking the arena, run away and stand at the edge near one of the

bombs. After a moment he'll charge you. Facing away, backflip over him just before he impacts. You can now grab his tail while he's confused. Swinging him at a bomb should be easier from this distance, and it only takes one hit for him to give up the key to the upper halls of the castle.

COURSE 10

the giant snowman

Star 1

The constant flow of triangular ice peaks is where you begin the climb to the top of the mountain. A double jump at the edge of the dark tunnel producing them is enough to grab the ledge above. To avoid being blown off the thin ice bridge, stay on the left side of the giant penguin. Then use him as a sort of windbreak. If you imitate his moves exactly, he'll escort you safely to the other side of the bridge.



Star 2



An ice boss guards the platform over the freezing lake. You can't miss him - he's a large blue sphere with a spike on his head. Knock him off using the same technique you applied to the bomb bosses of Course 7. The water in this course is so cold that exposure to it will slowly, but surely, inflict harm on you.

Star 3

To the left of your starting point is a transparent ice-block puzzle. Step two squares in from the side facing those yellow coins and flowerheads, turn around 180° and backflip

to get on top of the ice-block. Now simply drop down the nearby shaft to claim your star. The backflip may take some practice.



Star 4

Flowerheads inhabit the water near the slow moving ice peaks, and you can reach a high ledge bordering the level by jumping off their spinning petals towards the high wood-slatted wall. On top you'll

find two boxes, open them both because one of which contains the star you have been hunting for.



Star 5

As per Star 4, but the other box contains a Koopa shell. Pick up red coins from:

- four at the other end of the border ledge
- two in the lake below the ice boss
- two on the open snow

Star 6

The most deviously located star you've yet come across also requires the use of the Koopa shell. To the left of the ice-peak flow you'll see a line of gold coins decorating a snowy slope.

Build up speed with the shell and skate or hop it to the top of the slope, then crouch to crawl inside the igloo.

Since the star is encased in ice, you could really do with the cap from that blue !-box. However, the cap itself is sealed behind the transparent walls of a glassy maze. Gah! Lateral thinking provides the solution. This is a three-dimensional maze, after all, and if you check the walls around the !-box you'll notice a high gap that can be reached with a backflip. Climb over the maze to grab the cap.



bonus star

With so many flowerheads (three apiece) on this level you can clock up serious coinage before entering the igloo and using the cap to reach those stashes held in the maze walls. The ever present coin-trap purses can also be chased and duffed up for their precious five coins each.

treats

- The Pink Bomb is trapped in the igloo maze, but a gap in the walls lets you enter his chamber. However if you find the Bomb first you can use the cannon to reach Star 1 the easy way.
- The highest tree on the snowman's head does, of course, hold a 1-Up.
- If you get blown from the ice bridge when the penguin outraces you, your Mario Cap will go flying and you could spend the rest of the game as a ginner...



COURSE 11

The Sunken City

The colourful diamonds are switches that raise or lower the water level for the entire course to their respective heights. Use this method to

access all parts of the course. Believe us, it IS possible to jump to the Pink Bomb's high podium from the floating pontoons below. Raise the water to its highest level and swim to the small square pontoon nearest the Bomb's podium. Run in a tight circle around the edges of the pontoon to build up just enough

running speed: push the stick directly away from the Bomb's podium, then sharply back towards it as you press jump, and you'll do a high reverse somersault. As long as you're near enough, Mario will grab the edge with his hands and climb up to safety.

Star 1

Look for a yellow box on a ledge just beside the cannon. To get to it you could raise the water half-way and use the sliding arrow blocks to cross to the ledge. Alternatively, raise the water to its highest level, swim right underneath and jump out of the water to free its starry contents.



Star 2

Wind your way to the highest part of the course, where a purple wag-tailed bomb will try to throw you over the side. Cross the wooden plank and the spinning rostrum to reach the highest square platform. Now crack the I-box open with Mazza's head.



Star 3

You need to visit five secret, special 'hot spots' to make the third star appear. Try these:

- find the lowest pushable metal block. And push it.
- use this metal block to flip to a nearby yellow I-box.
- push the next metal block set in the wall.
- smash the yellow I-box on the brick column.
- break the yellow I-box over the tall cage holding Star 4.



Star 4

Evacuate the water with the lowest diamond and punch the nearest cork block at the base of the tall cage. The fourth star is inside at the very top of the cage. Make your way up the outside (a purple I-switch creates a cork staircase to the very top) and drop onto the protruding wooden planks. One half will start to fall. Ride it down, run through the hole in the cage and jump back onto the inner half of this wooden elevator before it starts to rise. If you do this sequence quick enough, you'll be taken straight to the fourth star.

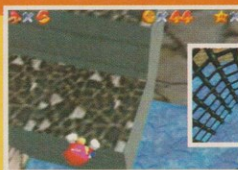
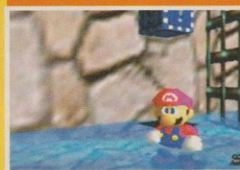
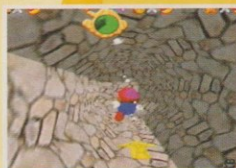


Star 5

Use the cannon to shoot yourself over the high grille blocking off one corner of the course. Swim down, follow the tunnel and marvel at Nintendo's sunken city. There's a diamond directly below your entry point to evacuate the water, whereupon you can begin your search for eight red coins:

- climb the spire of the huge central church building.

- break the cork block in front of the church spire.
- scale the walls around the church courtyard and punch the two cork blocks above the entrance.
- look for cork blocks on the rooftops of four different buildings. You can climb between two buildings, Metroid-style, with the wall-jumping technique. It's very tasty.



Star 6

Empty the water from the sunken city, bump an ethereal cap from the blue I-box and run around to the other side of the church. Use ghostly Mario to pass through the tall cage in the corner. The purple I-switch can activate a handy stepping block in here, but if you wait inside until Mario is solid again then a little bit of wall-jumping between cage and stone is all that's needed to climb to the sixth and final star.



bonus star

Claiming your 100 coins is a cakewalk, although you might want to wait until the cannon is operational in case you miss a few in the upper course. There are around 150 coins in total, thanks to the proliferation of treasure-stuffed blocks and boxes. Squish the pond-skaters when the water is shallow (three each), the blue switch (30) and pick up and throw the purple bomb for another five.

treats

- In the upper part of this course, with the water at its shallowest, look for a niche at the base of the steps to the third highest diamond. Stand in the corner to warp straight to the cannon.
- The walled courtyard of the amazing sunken city features a pyramidal monument. Collect all the coins around it to invoke a much needed 1-Up Mushroom.
- Because of an odd glitch, red coins are visible at a much greater distance than the cork blocks surrounding them.





ATTRACT MODE

IM PENDING NEW SOFTS FOR N64

Release: Summer '97 • Country: UK • Maker: Nintendo

CREATOR

jurassic larks

How do you begin to describe a game that requires you to write music, re-paint 3D worlds and develop animation processes? Plainly, very strange but, also, rather original. A lean, mean, sex machine of a *Mario Paint* update? That's certainly about as close as you'll be able to get to classifying the uncategorisable delights of the forthcoming masterpiece *Creator*.

Developed by Blighty-based Software Creations, *Creator* sets the player the task of nurturing a 3D world and its inhabitants from scratch using a selection of animation and paint packages constructed especially for the



↑ Ooooh, just look at those visuals. Plenty more where that came from next year. ↑

game. Music can also be specially penned to accompany the action using the remarkable multimedia parcel on offer.

Creator, however, isn't as much a game as a title to highlight the N64's extensive graphical capabilities. The visual splendour of the game will be the main draw but this may prove to be an essential piece of software for anyone who has wanted an insight into the development of games. Baited breath, perhaps?

Images © Nintendo

PERFECT STRIKER

Release: December '96 • Country: Japan • Maker: Konami

perfect finish?

The Beautiful Game has had a good run out on the consoles. And Konami, especially, have found outstanding success with their *International Superstar Soccer* series. Naturally, then, their first N64 game is a football sim entitled *Perfect Striker* which bears more than a passing resemblance to their 16-Bit soccer title.

However, gone is the 2D playing field and stationary camera and in comes a fully 3D stadium with up to nine different viewpoints selectable via the C buttons on the pad. And, on its Japanese release, the game will discard all of ISSD's FIFA teams in favour of the gradually increasing popularity of the Japanese J-League. European audiences, though, can expect to be playing with international teams once again when it arrives on these shores next March.

The differences between *Perfect Striker* and ISSD will be mainly graphical with the game hoping to surpass the totally awesome *Adidas Power Soccer* on the



Images © Konami

← A definite lack of action here but hey! — who cares? As long as it continues to look as glorious as this it doesn't matter.



← The motion-capture on the players is phenomenal. All the players run, tackle and kick like they should.

PlayStation and Sega Worldwide Soccer on the Saturn. Many of the options will remain from ISSD including the multi-player facility and tactical modes.

Real life sponsors such as Japanese companies Canon, Dai-ichi Kangyo and Lawson will pay for advertisement boards in the game bringing a genuine sense of realism to proceedings and rumour has it that you will also be able to select a kit sponsor.

The really important stuff in *Perfect Striker*, though, already looks to be in place. For any football fanatic there is plenty to get excited about: formations, tactics, marking and training. Essentially, *Perfect Striker* will be ISSD for the N64. And that can't be a bad thing at all. Cup Final day is set for December 20th in Japan. A US release will then follow after Christmas.



↑ One of the nine camera angles on offer is this pitch-level view. The detail of the players up close is deliciously smooth. Yup.

GANBARE GOEMON 5 Release: Spring '97 • Country: Japan • Maker: Konami

super mario 64 mark 2?



↑ Mario-like, certainly, but if it plays as good as it looks then it won't matter a jot.

Taking the *Super Mario 64* route into platform territory, *Goemon 5* will escort the highly bizarre, but successful, series into 64-Bit territory with a free, 3D world and fully polygoned characters. There will also be the opportunity to play as one of the three usual weirdo sidekicks as well as Goemon himself with each one having special skills.

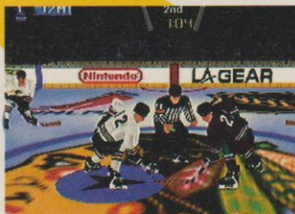
However, this is no stat-heavy RPG. Instead the emphasis is on exploration with the player having to interact with different characters in order to progress. Much of the game is still shrouded in secrecy but visually it looks to be every bit as good as Konami suggest. 64fan just hopes they see fit to chuck in stacks of the usual *Goemon* sub-games. A fully playable *Club GTI* maybe? Definitely one to look out for in the future.

Images © Konami

TO BE CONTINUED...

WAYNE GRETZKY 3D

the old G. Big Wayner. He's back. Bigger, better, BEEFIER. And we've bagged the review for next issue!



SUPER MARIO 64

more stars than a particularly starry episode of Patrick Moore's Sky at Night, with guest stars Shed Seven and Geri Spice Girl.



MARIO KART 64

stacks more shots from the racer that everyone at 64fan's gasping for. Lots are being drawn for first go already...



64 FAN – issue epsilon

deep, deep down in GamesMaster 51 - wednesday 18th december

apologies to those that were expecting Tetrisphere, Shadows and Turok this issue – they've all been delayed again!



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Nothing needs to be said about this game. It is, quite simply, brilliant. But, it's a real tough cookie to be sure. So, in time honoured tradition, GamesMaster opens the blighter up and takes a long, lingering gander at what's going on inside. Onwards then...

WIPEOUT 2097

busted!

GENERAL TIPS

Before venturing forth into the maze-like obesity of Wipeout 2097 there are a couple of things worth knowing. In fact, there's a fair few things worth knowing. Get a load, as they say...

Generally speaking, the easy going FEISAR ship will prove to be the most friendly for beginners and experts alike. It handles well and, although the slowest ship, is excellent at cornering and has nicely balanced shield capabilities.



FEISAR

CHOOSE



AG SYSTEMS is faster than the FEISAR but has similar cornering abilities. However, in the shield department, the ship is sadly lacking, leaving you open to attack. Thus mucho pit stops will be the order of the day until you learn to handle it properly.

YOUR

The AURICOM is a competent all-rounder. Faster than both the FEISAR and AG ships, it also handles well and has itself a good set of shields. However, its cornering is worse than Vinny Jones'. Care is the key word with this ship.



AURICOM

SHIP



Once you've played the game a few times you'll realise that the QIREX ship is just about as good as it gets. It's the fastest ship for a start and has the sturdiest shields. However, with speed comes the task of cornering and, as you'll soon discover, the QIREX comes with an in-built swear word tutor. To overcome this problem of control, though, it'll become necessary to develop your skills with the air brakes.

● The air brakes are rather like a new pet. At first you don't quite know what to do with them but, after a while, you soon come to trust them and love them as your own. However, if you are flying the FEISAR ship, you'll find that you don't need to use the air brakes until you get up to Rapier speed. Once you're there, it's a necessity.

A useful piece of advice: always keep your finger on the thrust button when air braking otherwise you'll slow down too much. Tapping the air brake buttons rather than continuously pressing on corners will also help your cause considerably.

● Autopilot. Oooh, now that's tricky. If you're finding that it disengages on a particularly testing piece of track causing you to crash, try using the Discard Weapon button to manually disengage the autopilot.

In general, the autopilot is a fairly intelligent. If you activate it as you're approaching a pit lane, it will decide for you whether or not you should enter the pits. Use this to your advantage if you're in trouble...



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p90

● If you've been hit with an electrobolt don't activate the autopilot. The intense energy from the electrobolt will attack the ship's electrical systems causing a Johnny Five-like short circuit. This will, consequently, mean the autopilot flying at a very slow speed. However, if you accidentally activate the autopilot whilst electrobolted there are two choices available to you: 1) to discard the autopilot or 2) wait for the electrobolt to wear off so that the autopilot can function correctly. Obviously, neither are ideal.

● If you have a missile or rocket pick-up, wait until you are close to the enemy before you fire at them. When you hit an enemy, they initially spin up in the air. If you are close enough you can fly underneath them while they are spinning up. If you're racing close to an enemy ship on a bend, take the inside line on the bend. That way, if you knock into him, it can help you negotiate the bend. Handy.

● If you're constantly having trouble with enemies firing weapons at you there is always the option to switch the weapons off in the Preferences Menu. Potentially, though, this will make for a tougher challenge as you tend to get better lap times with the

weapons on because the autopilots and turbo pick-ups make all the difference.

● Always fly over the Speed-Up grids on the circuits. As obvious as it sounds they help tenfold when you're dealing with overtaking enemy ships.

● If a speed-up grid is positioned at the start of a bend and looks tricky, don't avoid it. Air brake into it and you'll slide round the bend. Rather like a banana under the foot of an unsuspecting passer-by.

● Use the shield pick-up if you're either (a) leading the race, (b) low on shield energy or (c) in danger of being blown to bits by the ship in front. Otherwise ditch them because while they're active you can't fire any weapons or use any other pick-ups.

As a rule, always discard pick-ups that you don't want. They have a weighting system which relates to the position you hold in the race. For example, when you're lagging behind you're more likely to pick up turbos and autopilots and when you're ahead you're more likely to pick up shields and mines.

● Use the Up and Down directional buttons to raise and lower the nose of the ship when in flight.

Lowering the nose on a jump will gain you a little extra speed. Raising the nose will make for a softer landing.

● There's a special Emergency E-Pak pick-up which restores shield energy. However, you'll only have a chance of picking up one of these if your shield energy is less than 25%. There's a good chance of E-Paks appearing when you really need them but it's entirely up to you whether you choose to rely on them or pay a visit to the pits.

● Speed-Ups are gifts from the Pearly Gates. Unless, that is, you decide to use them whilst traversing a corner of any description. If you do decide – in a moment of unmatched stupidity – to use one whilst taking a bend be prepared to have a Close Encounter of the Embankment Kind. Only use them on the straight stretches or you will crash, it's almost impossible to avoid it on bends.

It's also advisable not to use them on the Rapier and Phantom tracks, as you'll find yourself meeting a wall when you overload on adrenaline from trying to control the craft at warp factor 10. Just because they can handle it in Star Trek, don't think you can copy them in Wipeout 2097.

THE TRACKS

Plenty to be said about this little lot. Not least the whereabouts of the weapons and power-ups. So, let's go gandering.

VECTOR

The Vector tracks are the easiest racing circuits of the lot. The air brakes shouldn't have to be used on them at all and, for best results, use the Feisar ship as it offers the best acceleration. Handy for when you're accelerating away from walls and out of any tight bends.

You'll start on the right and that's where you want to stay. Once you've passed the arse-end of the straight there's a Speed-Up to be had. Now switch sides to go over the Speed-Up and Weapon Grid on the left-hand side of the track. Once you've traversed the right-hand bend, move over to the right side of the track to get a load of the Weapon Grid. If you time this well enough you should be able to round the bend without using the air brakes and still move across the next Weapon Grid.

You should now be onto a relatively straight piece of track. Stay on the right side for the Double Speed-Up then cross the track so you can go over the Speed-Up and Weapon Grid on that side. Continue on right-hand side so you can go over the next Weapon Grid at the end of the left-to-right bend that goes over the hill, but make sure you then move to the left of the track for the Double Speed-Up on that side. You've now got halfway round the track.

There's now a right-to-left bend which you'll be wanting to come out of on the left-hand side so you can collect the Speed-Up although, on the right, there's also a Weapon Grid. The next bend swings right to left for a fair way. In the middle of the bend, there's a Weapon Grid to be had on the right-hand side. Once the track swings to the left, stay on the left of the track to go over the next Weapon Grid, then move across for the right-hand bend and an oh-so-handy Speed-Up. The pits are next up. If you're sparse of shields then pulling in for a spot of recharging is, naturally enough, a good idea. Otherwise, don't waste time on them. Merely repeat the same procedure for the next laps until you finish the race.



Often the choice between a Speed-Up and a Weapon Grid can prove tricky.



Pit lanes should be used carefully. Don't enter them unless you really need to.



TALONS REACH

Location: Canada

Length: 3.2 km

Height: 74 metres



The Autopilot tends to last around five seconds. Use it to your advantage.



Straight stretches of track are lovely lamb-like things. Get your speed up!

The track starts with an easy-peasy-lemon-squeezy straight stretch. Stay on the right of the track for the Speed-Up and then on the same side around the left-hand bend there's the first Weapon Grid. When the track bends to the left into the tunnel, shift your arse across to the left for the Double Speed-Up just inside. Through the tunnel and around the right-to-left bend there's a Speed-Up on the left which will prove handier than the Weapon Grid on the right.

Next up is a rising bend which you'll need to be on the left-hand side of the track for. At the end of it there's a Speed-Up and by moving straight over to the right you'll be able to take in the Weapon Grid. Do the business on the bend and a nice Speed-Up will rear its head. When you go through the tunnel with the right-hand bend, stay to the left to go over a Speed-Up. Continue on the left of the track for the Weapon Grid. On the following left-hand bend, if you move over to the right of the track, you'll go over a Double Speed-Up and a ramp. At the top of the ramp are a couple of Speed-Ups. Be aware, however, that once you've hit these, you'll be cracking along at a fair old rate which makes moving across the track to the Weapon Grid pretty tough. Still, if you manage that lot you should be up for the bend, moving into the tunnel and staying on the right as you come out for a Weapon Grid. The next tunnel ends with a Double Speed-Up on the left although if you want to pit you'll have to sacrifice this.



Double Speed-Ups are gifts from Santa Claus, honest.



Speed-Ups often come in numbers so look out.



SAGARMATHA

Location: Nepal

Length: 4.3 km

Height: 153 metres



Sagarmatha is a clever use of words. In actual fact. Rearrange them and you get the phrase. 'Tank tops are my very favourite dinner!'

Taking players out of the race helps you win. Because then you overtake them!



VENOM

Although sporadically tricky, the Venom tracks are still easing you into the feel of Wipeout 2097. The speed isn't too fast but a choice of ship now needs to be made. The quicker you become accustomed to a particular ship, the better.



Chile. This tracks a real tricky trickster. Just play it and see!



Autopilot. Again. Last Tuesday afternoon.

VALPARAISO

Location: Chile

Length: 3.9 km

Height: 220 metres.



The Rainforest doesn't seem to be a problem around here.

Once again you start on the right but will have to get over to the left for the bend and then the first of the Speed-Ups. Getting yourself round the first of a series of bends won't be a problem, nor will moving across to the right of the track for the Weapon Grid. Now a tricky section: move straight across the track for the moderately enjoyable left-hand bend and, more importantly, a Speed-Up. Now quickly shift yourself back across the track for a right-hand bend and the next Speed-Up. Repeat this procedure for the following right, and left bend, then stay on the left for the following Speed-Up. Next you have another left-hand bend to worry about which you'll want to move over to the right for. There are Weapon Grids and Speed-Ups aplenty on both sides of the track.

Once you're over the Speed-Ups, move over to the left for the Weapon Grid. Drift back to the right over the three bumps, but as you approach the Weapon Grid turn towards the left so that you're facing the Speed-Up. As soon as you're on the Weapon Grid, turn right. You'll swing over the track to the Speed Up before the right-hand motion takes effect. With practice this shouldn't prove tricky. Now get onto the right for the right-hander and stay on that side for the Double Speed-Up. In front of you there will be a tunnel. Before you exit, turn left for the approaching left-hander. Make sure you keep your finger well pressed down or you'll be paying a visit to the wall. As soon as you're onto the straight, head for the Speed-Up on the right of the track and then the Weapon Grid around the right-hander. You should now find that you're now lined up for the Triple Speed-Up on the left.

The next corner is tough. For the first time, it calls for a bit of air brake antics. After going over the Triple Speed-Up you'll be speeding. As soon as you enter the tunnel you'll need to press left and left air brake until you are facing the right way along the track. You'll pass over a Speed-Up followed by a Weapon Grid. Stay left for the next Speed-Up, as soon as you reach it, turn right for the bend, making sure that you keep right for the Speed-Up inside the tunnel. Don't get the Weapon Grid, as you'll crash on the left-hander. Just stay right and, as you approach the Weapon Grid, turn left. You may not be able to go over the Speed-Up in the tunnel but as soon as you're near it turn right so that you come out of this bend on the left.

Once you've done that, move over to the right for the right-hander and a precious Double Speed-Up which will make you jump for the following right-hand bend. Don't worry about being airborne, just get across to the right so that when you land you can approach the sharp left on the right of the track. Before you reach the sign with the white arrow, turn left using the left air brake. As soon as your back end starts swinging release the air brake but continue turning, you'll be lined up for the Double Speed-Up on the left.



Psygnosis painted the skies red because they ran out of blue powder paint.



Don't waste your missiles or you could regret it.



Tunnels. Much action can occur in dark places.



Another gorgeously drawn level. Pity it's based in Sausage Land.



PHENITA PARK

Location: Germany

Length: 3.8 km

Height: 137 metres

As soon as you come to the left-hand bend, take it so that you come out on the left of the track to go over the first Weapon Grid. As soon as you're on the Weapon Grid, turn right for the right-hand bend so that you can move across the Double Speed-Up on the right of the track. This leads to a jump that drops you into a series of Speed-Ups. Stay on the right of the track for the bend so that you can go over the Weapon Grid. As you come out of the bend move over to the left for the Double Speed-Up on the left-hand side. The next bend is a hard right so be careful. If you manage to get yourself around the bend without some wall-body interfacers then quickly change sides to collect the Speed-Up on the left side of the track and ready yourself for a straight run at the following jump.

Across the track there are a couple of Weapon Grids as well as a right-hand bend that changes to a left-hand bend at the same time as crossing the first mid-lap check point. As you go over the check point make sure you're on the left of the track as there is a Speed-Up to be had on that side. For the following right bend, stay to the right so that you go over a second Speed-Up. When you turn left on the approach to the next jump move to the left of the track. It'll prove easier to traverse this way. However, once you've made the jump, direct your ship across the track and pick up the third Speed-Up. Now move back to the left of the track for the left-hand bend and the Weapon Grid on that side. As the track bends to the left in the tunnel you want to move back for the Double Speed-Up. Now, keep turning left for the following Speed-Up.

You should now be on the straight so move over to the right as you cross the second mid-lap checkpoint and another succulent Speed-Up. Just before you reach the fast approaching right-hand bend turn left using the left air brake. For the following sharp left do exactly the same but using the right buttons and, as soon as you're facing the Speed-Up, release all buttons except accelerate and you'll travel over the it. For the tunnel you want to move to the left of the track for the Speed-Ups and stay there to enable you to collect the Speed-Up and move over the Weapon Grid. Ahead, there is a left bend which will need some air braking to negotiate. After that, it's just a case of repeating the whole procedure.

If, however, you need to enter the pit lane you'll need to use the right air brake. As soon as you enter the pit lane press left to stop yourself from crashing. When you come to the left-to-right bend out of the pits, it's easiest to tap left and left air brake together, then right and right air brake to join the track leading directly to the starting line.

RAPIER

Let's not beat about the proverbial, here. These tracks are hard. Sometimes so hard you'll wish you were still in the soft, protective warmth of your mother's bosom. They'll take a good deal of practice even with the help of this player's guide. And the speed of the tracks will have your head spinning so much you won't even know you've been born. Shall we?

The track starts with a lovely, long straight which leads to a nasty right-hander. Fear not, for you can take this without air brakes by approaching it down the middle of the track and turning right as you go over the starting line. Once you come out of the bend there's a Speed-Up on the left and Weapon Grid on the right. Your best bet is to go for the Speed-Up. In the short term, it'll be more beneficial. For the following left-hand bend, it's best to come out of it on the right of the track for the Speed-Up on that side. Next up is a right-hand bend which requires you to turn late over the Weapon Grid, but be warned, there's a Double Speed-Up on the left so some handy driving will be needed. You'll need to come out of this bend on the right hand side of the track for the Double Speed-Up on the right, at the base of the hill. Getting these Speed-Ups will mean you won't slow down as much when going up the hill.

As you go up the hill, move to the left for the Speed-Up. Once you're over look out for a Weapon Grid on the right. Move back into the middle as you go down the hill, then as you come to the Speed-Up on the right, press right and right air brake until you're facing the tunnel. In the tunnel, stay in the middle and just before you come out turn right, for the bend, then immediately press left to get you over to the Double Speed-Ups on the left. At the bottom of the slope the track bends like a good 'un from left to right and then back again with a Speed-Up and Weapon Grid immediately after it on the right.

When you come to the first bend of this section, you will see that you can actually travel in a straight line down the middle. It's not easy but it can be done. When you come out of the bends you'll be heading for a Speed-Up and Weapon Grid. As you approach, straighten up with the track. When you come to the next bend turn right and tap the right air brake. Keep on turning to the right and you should be able to go over the Weapon Grid on the far end of the bend. Approach the left-hander, press left and left air brake until you're round the bend and facing the Speed-Up. Immediately after you're lined up, press right and brake. By quickly repeating this you should be able to nip round the nasty bend ahead without too much trouble. For the next left hand-bend you don't need to use the air brakes or, if you do choose to, don't be heavy with them. Press left and left air brake as you approach it. Then, as you start turning, release the air brake but keep your finger on the left button. As you come round the bend go for the Double Speed-Up on the right. As soon as you're on it, move to the left for the Weapon Grid.

A straight follows. At the end, make sure you're on the left. Just before the bend, a patch of the track is dark. When you reach it, press right. If you get round the first section of the bend and feel you're going to hit the right-hand wall before getting round the second part of the track, quickly release from turning right then resume. If you come out of the bend on the left you should go over a Speed-Up on that side. Now move into the centre of the track making sure you're travelling straight down the middle. Press up and keep it held all the along this stretch. When you come to the Chinese Puzzle Box-like trickiness of the jump try to be on the right of the track if you're going into the pit lane or the left of the track if you're going straight on. To go into the pit lane, take the jump on the right of the track and when you're parallel to the Speed-Up, tap left and use your air brake. Exiting the pit lane is harder than Grant Mitchell and, more often than not, you'll find yourself crashing. Don't worry, though, by using your air brakes and with a bit of practice under your belt you should be able to exit the pits pretty much unharmed after a while.



GARE D'EUROPA

Location: France

Length: 3.5 km

Height: 179 metres



Whoops. Hit the wall. Does Jean Claude Van Damage to your ship.





ODESSA KEYS

Location: Black Sea

Length: 4.4 km

Height: 121 metres

Turbo boosts. Come in handy when you're trying to get to the hard-to-reach areas.



You'll need to cross the track to reach the Weapon Grid on each and every lap.



12 out of 12. Nothing to be proud of, there. But if you follow our guide, you can be a winner! All the freakin' time!

As soon as you start, turn slightly to the left to get through the left-hand bend then touch it right to straighten up. Move to the left of the track for the Speed-Up on that side then press right and the corresponding air brake for the right-hand bend. Immediately afterwards, press left and air brake for the left-hand bend. Make sure you continue turning out of the bend to go over the Speed-Ups and Weapon Grid on the left side of the track. Straighten up using the air brakes and continue up the hill ahead. Your main objective is to try and stay in the middle of the track for the down-hill section then as you approach the left-hand bend tap your air brakes and you will slide straight around.

On most bends, now, you will have to use your air brakes. The speeds at which you are travelling and the ferocity of the corners will dictate this. Try and be in the middle of the track or the left of the track when you come out of the bend immediately after coming down from the hill. There should be a Weapon Grid and Speed-Up across the track after the bend so try and collect these but, more importantly, concern yourself with pressing up so you don't lose too much speed on the next steep hill. Before, however, there's a nasty little right-hand bend which you should stay on the left for so you can go over the Double Speed-Up on that side. Now shift to the right for the Speed-Up on that side. Try staying on the right-hand side of the track for the Weapon Grid. If you quickly move over to the left you can also go over a that'll-do-nicely Double Speed-Up as well.

Continue up the hill on the left then just before getting to the Speed-Up on the right press right and air brake to get round the sharp bend. Make sure you get onto the left of the track for the Speed-Up ahead. Just before the Speed-Up press right then left to collect a Weapon Grid power-up as well. Next up, a tunnel that turns right with Double Speed-Ups across the track. As you approach the left-hand bend and then the following right-hand bend use your air brakes to take you out of the tunnel. In doing so you will go over the Weapon Grid on the bend. Take the left-hand bend on the left side and line yourself up for the Double Speed-Up. Use the jump on the left-hand side so you can go over the Weapon Grid immediately to the right. There's a second Weapon Grid not too far away and this can be got to as well by carefully using your air brakes. The next jump can be taken from the left-hand side and by continuing on the left-hand side you'll find yourself a brand, spanking new Speed-Up that will blast you past some opponents.

Ahead there's a really tight old right-hand bend which will need some air braking. Once this has been by-passed you'll be faced with pits on your right. On entering you'll need to tap left so you don't crash into a wall. As you come to the right bend to exit the pit lane, approach on the left of the track. Press right then left and air brake.

PHANTOM

The fastest of the lot. Indeed, the Phantom tracks are so fast they'll prove infuriatingly annoying. Still, perseverance is the key and once you've got to grips with the speed and bends you'll find these are, ultimately, the most satisfying. Air brakes are the key, know what we mean?

Start! As you go into the first tunnel make sure you're on the left side of the track. The bend just inside the tunnel is what's technically known as a bugger. Use much air brakes to get least wall-related results. On the left side of the track there's a Speed-Up to be had. A sharp right-hand fork follows. Turn left and continue over the Speed-Up across the track. When the track rejoins angle across the Speed-Ups and Weapon Grid on the same side so that you head towards the left-hand fork. Turn right for the bend leading to the double jumping, staying in the centre of the track. Take the small right-hand bend on the left side of the track, so that you go over the Weapon Grid and Speed Up. Turn left for the following bend, moving towards the left for the gut-busting Triple Speed-Up at the start of the fast rising left-hand bend.

When you reach the brow of the hill turn right with the air brake and a Weapon Grid should await your attention on the left side of the track. Straighten up for the fast approaching right-hand bend in the tunnel. As you enter the dark tunnel press right and right air brake so that you can take the ramp in the middle of the track. Move over to the right side of the track and, as you reach the Speed-Up, press right then left for the Speed-Up on the left-hand side of the track. You should now be at the mid-lap checkpoint.

Straight after the checkpoint press left making sure you're on the right side of the track to go over the Speed-Up. As soon as you land after the jump, press right to go round the bend and over the two Weapon Grids across the track. When you take off over the next jump, you'll find you can now go left along the track or right into the life-saving pit lane. Whichever way you go head towards the Double Speed-Up on the left. If you want to go into the pit lane then just before you reach the Double Speed-Up press right and air brake followed immediately by a left. To come out of the pit lane press left to line yourself up with the Speed-Up across the track in the entrance to the tunnel.

If you want to follow the track then, as you're over the Double Speed-Up on the left side of the track, press left. Keep tapping left to stay on the left side of the track and go over the Weapon Grid. Turn left into the tunnel and over the Speed-Up across the track. Get onto the left side of the track and before the right hand bend use the air brake to help yourself round. Keep them on so you collect the Weapon Grid on the right side of the track. Move over to the left side of the track for the next right-hand bend. It'll be easier when taking the corner. Now switch to the other side for the final Double Speed-Up.



No wonder it's red. The Frogs have probably just nuked the damn island and stunk it out with some garlic bombs.



Keep to the right now won't you? Don't go falling off the edge.



VOSTOK ISLAND

Location: South Pacific

Length: 5.1 km

Height: 97 metres



Speed-Ups! They've got to go down as essential, haven't they? Eh?

Wipeout 2097 PLAYING TIPS



Cruising at 140 isn't advisable. Especially through your local housing estate.



The soundtrack is, obviously, worth running naked through the streets of Glasgeer.



Wipeout 2097: "It's great!" says Mr. Jones from Brixham, Devon.

SPILSKINANKE

Location: North America

Length: 4.0 km

Height: 82 metres

If you stay on the left as you start the race then they'll probably be no need to use your air brakes on the first bend. Coming out of the first bend, switch sides if you want to risk a Weapon Grid. There's a chance, though, that you might lose control. If you have done this, swing to the left side of the track for the first Speed-Up then move to the right during the slight right-hand bend for the Double Speed-Up. As you go over this, move left for a series of juicy Speed-Ups and an always useful Weapon Grid. A Speed-Up should follow and then use the air brake for the bend into the tunnel.

Make sure you remain on the left for the Speed-Up on that side. As soon as you can see the Weapon Grid on the right of the track at the brow of the hill press right and air brake for the bend. Move to the left again for the Speed-Up. If you now want to go into the pit lane, press left air brake as you go over the Speed-Up until you are lined up with the entrance of the pit lane. As you reach the start of the pit lane press right and air brake then gently press right to line up with the pit lane exit. As you come to the exit press left and air brake to go over the Double Speed-Up in the entrance to the tunnel on the left side of the track. You should now be able to take in the delights of a Double Speed-Up, then straight away by pressing right you can get round the right-hand bend for a Weapon Grid on the left.

In front of you there should now be a jump. Before the jump, turn right so that you travel along the track. As soon as you touch down on the track, press left so that you jump to the next section of track. As you go over the next jump, make sure you're on the left side of the track and press right. Use your air brakes for the difficult right-hand bend ahead. Stay on the left side of the track for the Speed-Up and Weapon Grid. There follows a series of flamin' tricky "drop" sections which will require the air brakes consistently. The first time this section rears its ugly head you'll find yourself all over the shop. Don't worry, practice does indeed make perfect.

At the end of this, there's another bend. Try and come out of this bend on the left side of the track so you can go over the Weapon Grid on the left side of the track. For the following long swinging right-hand turn you'll want to approach from the right side so the two Double Speed-Ups on the right side of the track are easier to get at. As you come out of the bend, move to the left side of the track to go over the Speed-Up and Weapon Grid on the left. As you go over the Speed-Up, press left and air brake twice to get round this bend. Move over to the left side of the track for the Weapon Grid. Stay on the left for the approach to the jump then as you come to the end of the track press right and air brake to land facing the right way. As you go over the Speed-Up across the track turn right until you've gone over the Weapon Grid across the track. And that, as they say, is that.

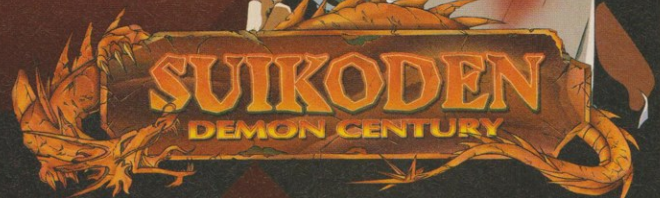
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2

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rrp £12.99 Certificate 18
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STREET ALPHA

RYU



Blue Fireball
D,DF,F+P

Red Fireball
B,DB,D,DF,F+P

Hurricane Kick
D,DB,B+K (air)

Dragon Punch
F,D,DF+P

Fake Fireball
D,DF,F+Start

SUPER COMBOS
SHINKUU HADOKEN
D,DF,F,D,DF,F+P
SHINKUU
TATSUMAKISEMPUUKYAKU
D,DB,B,D,DB,B+K

KEN



Fireball
D,DF,F+P

Hurricane Kick
D,DB,B+K (air)

Dragon Punch
F,D,DF+P

Roll
D,DB,B+P

Fake Roll
D,DF,F+Start

SUPER COMBOS
SHORYU REPPA
D,DF,F,D,DF+P
SHINRYUKEN
D,DF,F,D,DF+K,tap K

CHARLIE



Sonic Boom
Charge B,F+P
Somersault Shell
Charge D,U+K

SUPER COMBOS
SONIC BREAK
Charge B,F,B,F+P,Tap P
SOMERSAULT JUSTICE
Charge DB,DF,DB,U+K
CROSSFIRE BLITZ
Charge B,F,B,F+K

ADON



Jaguar Kick
D,DF,F+K

Jaguar Tooth
F,DF,D,DB,B+K

Rising Jaguar
F,D,DF+K

SUPER COMBOS
JAGUAR ASSAULT
D,DF,F,D,DF+P,tap P
or K
JAGUAR REVOLVER
D,DF,F,D,DF,F+K

CHUN-LI



Fireball
B,DB,D,DF,F+P

Lightning Leg
Tap K

Rising Bird Kick
Charge D,U+K

Flip Kick
F,DF,D,DB,B+K

SUPER COMBOS
KIKOSHO
D,DF,F,D,DF,F+P
THOUSAND BURST KICK
Charge B,F,B,F+K
BRAVE MOUNTAIN RISING
HEAVEN KICK
Charge DB,DF,DB,U+K

GUY



Bushin Dash
D,DF,F+K,K

Bushin Hurricane Kick
D,DB,B+K

Bushin Air Throw
D,DF,F+P,P

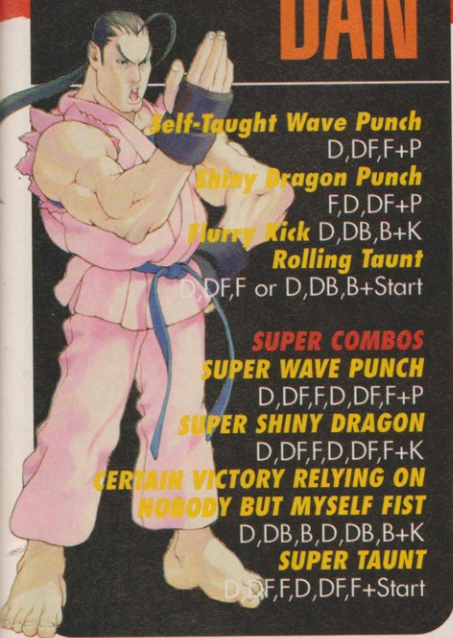
Turn Punch
D,DB,B+P

SUPER COMBOS
BUSHIN STRONG
THUNDER KICK
D,DF,F,D,DF+K
BUSHIN EIGHT-DOUBLE FIST
D,DF,F,D,DF+P,tap P
GRAB AND SMASH
D,DB,B,D,DB,B+3P
(Level 3)

FIGHTER 2 revealed!



DAN



Self-Taught Wave Punch

D,DF,F+P

Shiny Dragon Punch

F,D,DF+P

Flurry Kick D,DB,B+K

Rolling Taunt

D,DF,F or D,DB,B+Start

SUPER COMBOS

SUPER WAVE PUNCH

D,DF,F,D,DF,F+P

SUPER SHINY DRAGON

D,DF,F,D,DF,F+K

CERTAIN VICTORY RELYING ON

NOBODY BUT MYSELF FIST

D,DB,B,D,DB,B+K

SUPER TAUNT

D,DF,F,D,DF,F+Start

AND NOW FOR SOMETHING COMPLETELY DIFFERENT

Select Winning Pose

When you knock the other guy out press Start and one of the attack buttons to pick which pose you do.

Stage Select

1. Highlight the character whose stage you want to have a fight on.
2. Press and hold Start for about 2 sec and 5 sec for hidden stages (like M.Bison and Sagat's).
3. With Start still held down choose the character you want to use.

Survival Mode

1. Press and hold 3 Punches on the title screen.
2. Press Start.

Team Mode

1. Press and hold 3 Kicks.
2. Press Start.

Use Chun-Li in her Super Turbo outfit

1. Go to Chun-Li.
2. Press Start twice.
3. Then press any button.

Play as "Evil" Ryu

1. Go to Ryu
2. Press Start twice.
3. Then press any button.

Play as "Special" Sakura

1. Go to Sakura
2. Press Start five times.
3. Then press any button.

Play as SSF2 Versions

1. Go to either Ryu, Ken, Chun Li, Dhalsim, Zangief, Sagat or M.Bison.
2. Press Start once.
3. Then press any button.

Fight against the mid-boss

Win five rounds with Super or Custom Finishes, without losing a single round in between before the sixth match.

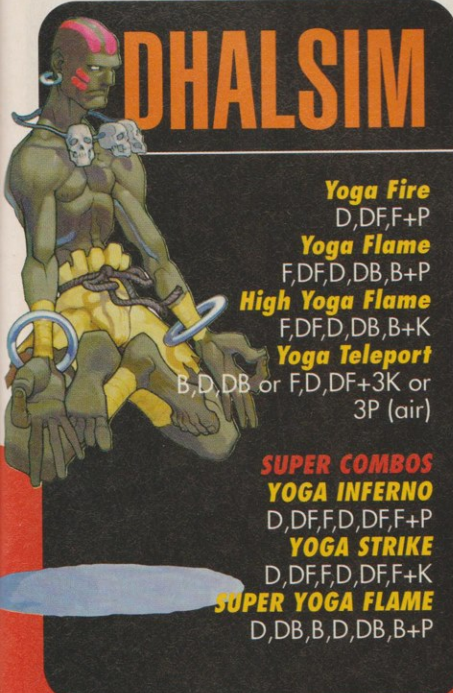
Fight against Super Akuma (Quick way)

1. Press and hold Strong and Forward.
2. Then press Start.

Fight against Super Akuma (Long way)

1. On the 1P side use the 1P color, on the 2P side use the 2P color.
 2. Get to the end boss without losing a round.
 3. Get three Perfects.
 4. Get five Super Finishes or Custom Finishes.
- If you find any moves or secrets then send 'em in to the usual address, you might win something.

DHALSIM



Yoga Fire

D,DF,F+P

Yoga Flame

F,DF,D,DB,B+P

High Yoga Flame

F,DF,D,DB,B+K

Yoga Teleport

B,D,DB or F,D,DF+3K or 3P (air)

SUPER COMBOS

YOGA INFERNO

D,DF,F,D,DF,F+P

YOGA STRIKE

D,DF,F,D,DF,F+K

SUPER YOGA FLAME

D,DB,B,D,DB,B+P

GEN



Mantis Style 3P

Rising Kick

F,D,DF+K

Rapid Punch

Tap P

Crane Style

3K

Roll Attack

Charge B,F+P

Wall Dive

Charge D,U+K

Air Throw

D,DF,F,D,DF,F+P

SUPER COMBOS

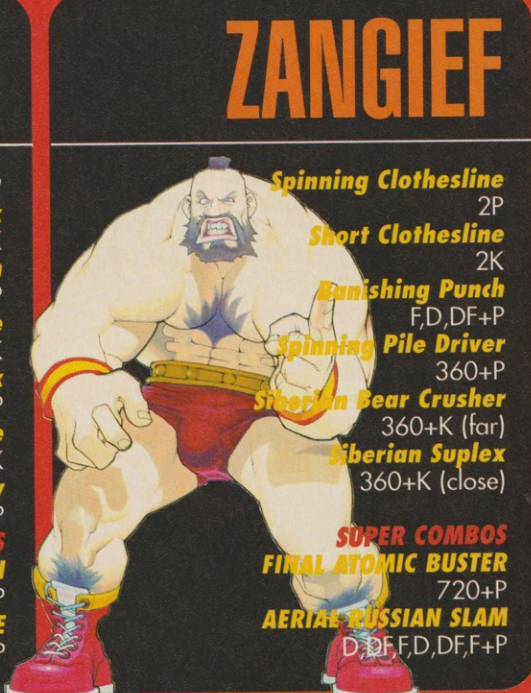
FORWARD RUSH

D,DF,F,D,DF,F+P

SLAP BARRAGE

D,DB,B,D,DB,B+P

ZANGIEF



Spinning Clothesline

2P

Short Clothesline

2K

Banishing Punch

F,D,DF+P

Spinning Pile Driver

360+P

Siberian Bear Crusher

360+K (far)

Siberian Suplex

360+K (close)

SUPER COMBOS

FINAL ATOMIC BUSTER

720+P

AERIAL RUSSIAN SLAM

D,DF,F,D,DF,F+P



SAKURA

Fireball

D,DF,F+P,P

Dashing Dragon Punch

F,D,DF+P

Hurricane Kick

D,DB,B+K

SUPER COMBOS**SUPER FIREBALL**

D,DF,F,D,

DF,F+P

SUPER DRAGON PUNCH

D,DF,F,D,

DF,F+K

SUPER SLIDE KICKS

D,DB,B,D,

DB,B+K



ROLENTO

Patriot Circle

D,DF,F+P

Mekong Delta Attack

D,DB,B+P,P

Mekong Delta Escape

D,DB,B+K

Mekong Delta Air Raid

3P,P

Stinger

F,D,DF+K,K

Quick Jump

D,U,K

Safe Landing

3K (after jumping,

near the ground)

SUPER COMBOS**MINE SWEEPER**

D,DB,B,D,DB,B+P

TAKE NO PRISONERS

D,DF,F,D,DF,F+K



SODOM

Jigoku Scrape

D,DF,F+P

Shiraha Catch

F,D,DF+K

Butsumetsu Buster

360+P

Daikyo Burning

360+K

Jutting Kick

B,DB,D+K (after

knockdown)

Super Roll

F,DF,D+P

(after knockdown)

SUPER COMBOS**SUPER RUSHING JIGOKU**

D,DF,F,D,DF,F+P

OMEGA SLAM

720+P



SAGAT

High Tiger Shot

D,DF,F,P

Low Tiger Shot

D,DF,F+K

Tiger Crush

F,D,DF+K

Tiger Blow

F,D,DF+P

SUPER COMBOS**TIGER CANNON**

D,DF,F,D,

DF,F+P

TIGER GENOCIDE

D,DF,F,D,

DF+K

TIGER RAID

D,DB,B,D,

DB,B+K

SUPER TAUNT

D,DF,F+Start



ROSE

Soul Spark

DB,D,DF,F+P

Soul Reflect

D,DB,B+P

Soul Throw

F,D,DF+P

Soul Spiral

D,DF,F+K

SUPER COMBOS**AURA SOUL SPARK**

D,DB,B,D,

DB,B+P

AURA SOUL THROW

D,DF,F,D,

DF+P

SOUL ILLUSION

D,DF,F,D,

DF+K



M.BISON

Psycho Shot

Charge B,F+P

Double Knee Press

Charge B,F+K

Head Press

Charge D,U+K

Somersault**Skull Diver**

Charge D,U+P,P

Bison Warp

B,D,DB or F,D,

DF+3K or 3P

SUPER COMBOS**KNEE PRESS NIGHTMARE**

Charge B,F,

B,F+K

PSYCHO CRUSHER

Charge B,F,

B,F+P



BIRDIE

Bull Head

Charge B,F+P

Bull Horn

Hold 2P or 2K 1 sec

and release

Murderer Chain

360+P

Bandit Chain

360+K

SUPER COMBOS**BULL REVENGER**

D,DF,F,D,DF+P or K

THE BIRDIE

Charge B,F,

B,F+P



AKUMA

Red Fireball

F,DF,D,DB,B+P

Air Fireball

Jump,D,DF,F+P

Dragon Punch

F,D,DF+P

Hurricane Kick

D,DB,B+K (air)

Ashura Warp

B,D,DB or F,

D,DF+3K or 3P

Hundred Demon**Somersault**

D,DF,F+P,P or K

SUPER COMBOS**MESSATSU FIREBALL**

F,DF,D,DB,B,F,

DF,D,DB,B+P

MESSATSU UPPER CUT

D,DF,F,D,DF+P

VIOLENT AIR SLASH

Jump,D,DF,F,D,DF,F+P

INSTANT HELL MURDER

Jab,Jab,F,Short,Fierce

(Level 3)



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QUAKE

TOP SECRETS

CHEATS RE-CAP

WARNING - Cheating is for wimps only. But wimps can happily moon in the faces of their mates who haven't seen The End yet, so it does have benefits.

The command line holds many codes to help you on your way.

GOD - Become invincible (toggle)

FLY - Fly (predictably)

NOCLIP - Walk through walls

NOTARGET - The monsters will attack only if you provoke them

GIVE S n - Give n amount of Shells

" " **N** " - Give n amount of Nails

" " **R** " - Give n amount of Rockets

" " **C** " - Give n amount of Cells

" " **H** " - Give n amount of Health

GIVE n - Give weapon (eg **GIVE 8** would give the lightning gun)

IMPULSE 9 - Give all weapons and keys

IMPULSE 255 - Quad-damage

MAP ExMy - Level select where x=episode

No and y=map No

Episode 3: The Netherworld

Mission 1: Termination Central



Secret 1

Climb to the large platform above the toxic pool, collect a Quad-damage and jump in. Swim straight down and through a gap in the wall.

Secret 2

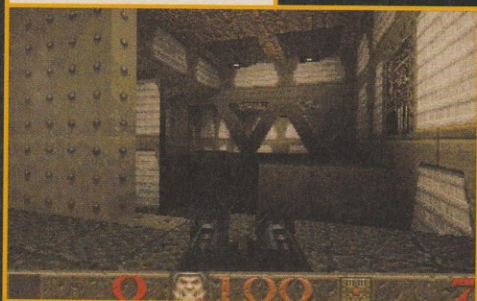
From the same platform hop off the side between the two stairways near the ionlets. You'll find yourself on a lift to a hidden area.

Secret 4

From the start point of Secret 3, go past the boxes and jump to the left of the lift. There's a very thin ledge in the shadows there. Once you're on it turn to your left for a Quad-damage.

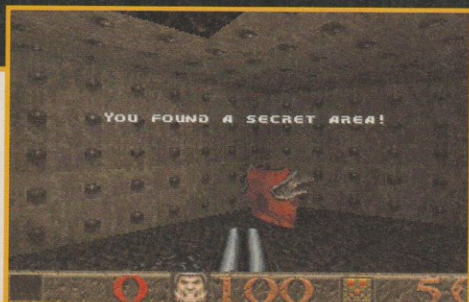
Secret 3

Turn and face away from the gold door. Then squeeze into the gap in the metal boxes. Hop to the top and shoot the wall for hidden goodies.



Secret 5

From the start of the level, once you've taken the lift down and descended the first ramp on your left, shoot the dark section of the wall on your right.



Mission 2: Vaults Of Zin

Secret 1

Turn down the first passage on the left and follow it to the right until you need to jump to get the grenade launcher. Grab it, turn around and look down. You'll see some lava, a gaggle of zombies and, beyond them, a 100-health power-up.

Secret 2

Just to the right of the crucifixion wall you'll see a wall panel with a slightly odd texture. Shoot it to reveal a teleporter to the walkways above your head.

Secret 3

Just to the left of the crucifixion wall, shoot the wall again to reveal a hidden invisibility ring. Get it.

Mission 3: The Tomb Of Terror

Secret 1

Climb the stairs that come out of the lava, then look up and to the right. Shoot the switch and jump into the teleporter now accessible below.

Secret 2

Climb the stairs again and take the right at the four-way intersection. Find the small strip of water and jump in to get a health power-up.

Mission 5: Wind Tunnels

Secret 1

Exit the first tunnel and proceed through the passageway. Find the hole in the floor in the corner and drop through it to find ammo, weapons and a teleport to a Quad.

Secret 2

When you reach the ledge above another ledge, over the pool, walk to its lip and turn to face the entrance. You should see yet another Quake symbol overhead. Shoot it to open a secret area next to the entrance.

Secret 3

When you're in the room with an overhead wind tunnel, stairs and a moat, jump into the water and swim under the room. There are two exits, one of which leads to another hidden secret area.

Secret 4

When you reach the exit room, shoot the floor in the middle of the chamber. Jump through this new hole but be careful to avoid the teleporter so that you can grab the many nails you'll find in here.

Mission 4: Satan's Dark Delight

Secret 1

After getting the rocket launcher over the bridge walk all the way over to the other side, round the corner and note the ledge above your head. Exit the room by the other ramp, but take advantage of the well hidden stairs jutting out from the wall to the right of you.

Secret 2

When riding the moving platform above the water chasm, jump onto the smallest and last ledge before the crusher. Walls will open and you'll find a secret stash that will toughen you up.

Secret 3

Shoot the farthest left light within the secret area and grab the 666 armour!

Secret 4

After riding the platforms and raising the bridge over the water chasm you must jump onto a rising platform. When it stops you'll notice that one of the lights in the room it takes you to is yellow, not white. Shoot it for an invulnerability bonus.

Secret Level!

When you find the Lightning Gun (at the foot of a long stairway) turn round and go behind the stairs to find The Haunted Halls.

Mission 6: Chambers of Torment

Secret 2

Go through the silver key door, turn left and take the lift. Above the lift is yet another ceiling button. Shoot it to open the grills behind you. You can now jump down onto the rafters for some more useful power-ups.

Secret 1

Next door to the silver key room is a button on the ceiling that opens the iron door near the beginning of the level. Behind it there is some armour and a Quad.

Secret Level!

Secret 1

Just after the yellow armour area you'll find a lift. Take it up to where a button opens a door, revealing a vore. Jump off the lift while it's on its way up and go beneath it for a 100-health.



Secret 2

Back in the yellow armour room you'll see two grates to your right. Shoot the one with the small detail on it and get the Quad-damage. Then go and have a word with that nasty old vore.

Mission 7: The Haunted Halls

Secret 3

Look up when you reach the elevator button after the nail trap. See that Q button? Shoot it and collect armour and another Quad.



Secret 4

Press the elevator button, ride the elevator down, go to the bridge on the upper level and look down and to the right. Jump onto the cage you see a door will open, leading to Invulnerability.



Episode 4: The Elder World

Mission 1: The Sewage System

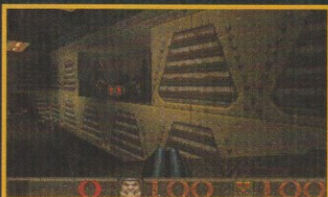


Secret 1

At the top of the lift, turn to your right and shoot the computer wall. Yellow armour and Quad-damage are yours for the taking.

Secret 2

In the biosuit room near the exit shoot the large plus symbol you can see above the door. Leave the room and look for the newly opened room just outside. Jump onto the teleport to be whisked to a yellow floor plate by the gold key.



Secret 3

When you get through the gold key door, not only will you see a lot of dogs, but you should also notice a tantalisingly inaccessible Quad-damage. Above you you should also be able to see three hanging lights. Run up the ramp and jump into the third to make the Quad reachable.



Secret 4

In the final underwater room, go up and left to find a secret area.

Mission 2: The Tower Of Despair

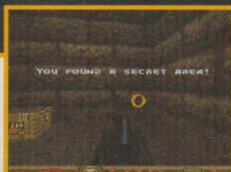


Secret 1

Shoot the red window in the first room and hit the knife plate. This unlocks the ever useful Super Shotgun cage.

Secret 2

Now turn right and go all the way to the end of the hallway. Blast the wall at the end to reveal a Ring Of Shadows and yet another knife plate.



Secret 3

Push the plate, shoot the door, and a hole will have appeared in the floor outside. Hop in for a bonus.



Secret 4

Find the ogre on a ledge. You'll see a symbol behind. It opens a wall, but to get to it you need jump. When you're about to jump from the beam to the ledge, turn right for a 100-health.



Secret 5

In the secret area you find a red window. go through it and walk to the plate. Turn right and shoot the wall.

Mission 3: The Elder God Shrine

Secret 1

When you reach a room containing water and a lift, ride it to the top. Walk through a coloured window for a bonus.



Secret 2

From Secret 1, go to the blue maze. Hug the right wall to find a button (gold star-shaped). Push.



Secret 3

Go under Secret 1's lift and enter a portal to some extra red armour.

Mission 4: The Palace Of Hate



Secret 1

Shoot the dagger symbol over the red window in the first room. Turn around to deal with a demon. Then you'll see a Pentagram Of Protection.

Secret 2

Jump into the small pool of water you see next to supercharge your health. This is a Healing Pool. Handy that really, eh?



Secret 3

In the maze, find the lowest bit of wall. Run to the end of the hall, towards the wall opposite the low bit. Go up when the wall goes back and jump to the other side.



Secret 4

When you find the rising wooden platform climb onto it and jump off when it starts moving. Go underneath for red armour.

Mission 5: Hell's Atrium

Secret 1

From the zombie maze you'll see a Hell Knight shooting at you from one level up. Find the elevator up to him and jump in the green slime to get the Pentagon Of Protection.



Secret 2

From the Hell Knight's perch run across the ledges. Run and jump left before turning right. Then move to the left of the wall. Turn left and jump over the gap. Go to the wooden arches. Jump on 'em.

Secret 3

After Secret 2, you'll find some beams. Jump from beam to beam until you get to Secret 3. Plenty of power-ups here.



Secret 4

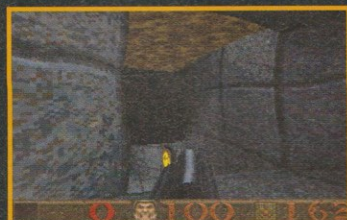
Behind the gold key door, step on a floor plate to activate the lift. Ride up and shoot the glowing switch to turn on the floor. Jump across to find another secret room full of ammo.

Mission 6: The Pain Maze



Secret 1

In the first room you drop into, search for a star-shaped plate behind the blue columns and press it. A room and lift are revealed taking you to a new area.



Secret 2

Leave the altar room and jump into the small pool just outside the 'church'. Swim along butting the roof until you find a live-saving small air pocket.



Secret 3

In the room with the high portal and a moat you'll see a suit of red armour on a ledge. Climb onto the beam nearest the armour and shoot a symbol you see above you.



Secret 4

In the same room, you'll find another secret area beneath the main lift. Jump into the water and shoot the green wall beneath the water to get to it.

Mission 7: Azure Agony



Secret 1

When you drop into the slime run to the right to find an alternate teleport which yields some red armour.



Secret 2

In the chamber with a cross-shaped island jump in the water behind the armour and shoot the wall.



Secret 5

There's another button underneath the water. It opens an area near the Biosuit in the red brick yard.

Secret 6 Below Secret 4, shoot one of the spots of light to open a door.

Secret 3

Still in the same pool, move to the Quad and shoot the wall behind that to open a hidden portal. Use it.



Secret 4

From the destination of the above portal you should be able to look down and see a vore. Shoot through the gap to both kill it and hit a switch to open the way.

Secret 7 Shoot the other to do the same again.



Secret Level!

Mission 8: The Nameless City



Secret 1

Go under the gold key platform and head to the right. See a button on the wall to the right? You'll have to run and jump over a passage to press it. Go further and you'll find a platform that takes you to a Shambler.



Secret 2

From Secret 1, take the ramp up and check out the hole, leading to another hole in the floor. Jump onto the ledge below and look down. Above the water, about halfway up the wall, you'll see a small ledge. Jump onto it for health.



Secret 3

Jump into the water and press the button on the right. Ride the lift and jump into the cage. Hit the button to lower it into a zombie nest. Shoot the switch to exit. Get on the lift. Get the gold key and go through the doors.



Secret 4

After the silver door turn right and climb the incline, pausing to kill the zombies, before dropping down through one of the triangle-shaped holes in the floor. Press the button to get out of here.

Shub-Niggurath's Pit

Once you're through the bad guys you'll find a teleport. Don't go in. Edge off the ledge and continue for a Quad damage that should help in clearing up the odd stragglers that are left.

Defeating Big Shub

The only way to kill the boss is to teleport into her. The spiked ball is the destination of the teleport in the Quad-damage tower. You should jump in when the spiked ball is just about to hit Shubbers.



With logs on the fire and gifts on the tree. Cliff Richard wasn't far wrong when he praised up Christmas. And with our bumper Chrimbo Consoletation Zone, it's just got a whole lot better...

consoletationzone

PLAYSTATION



RESIDENT EVIL

Dear GamesMaster,

I've just bought the stupendously good *Resident Evil* but am finding it a bit of a bugger to play. Any ideas?

Tony Harrington, Hull.

Tone, Tone, Tone, Tone, Tone. Tut, tut. Of course we have ideas, the first being that you should check out our gargantuan guide to said horrorfest in issue 45. 99% of the game is detailed in plenty of, erm, detail there but, if

books coloured blue and red. The first book can be found behind one of the rolling boulders whilst the other is hidden away in the study. Now, examine both books and as they rotate make sure that the leaves of the pages are facing you. Now press the 'Examine' button on your menu bar and both books will open revealing small badges. These badges can now be placed at either end of the pond to open a stairway to allow access the very last level. Handy, no?

This probably won't be of help to dear old Tone – being that he's not very good and all – but for those of you who are finding it all a bit easy there is a reward. If you finish the game within three hours, once you start over again you'll find yourself equipped with a rocket launcher which will kill anything first time. Even the undead.

track in *Formula 1*. Would I be correct in assuming that you know how to access it? **Andy Saville, Huntingdon.**

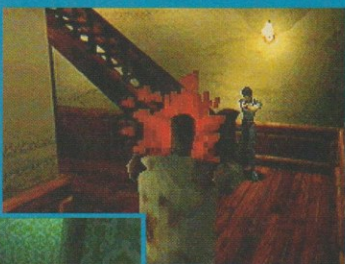


Schumacher is out on his own, only cos everyone else has finished.

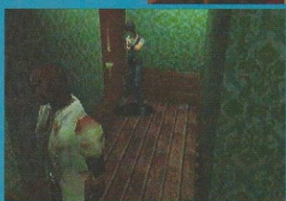
You're damn right we know how to access it. And, frankly, we don't mind telling you. All you have to do is set the game onto a Medium setting (or higher, it doesn't really matter too much) and win the Championship Season. Now, shift yourself back to the main menu and there'll be a brand new track option. The track is shaped like a car – kooky! – and it's probably a good idea to save the game before you play the track because then you don't have to repeat the process all over again.

Well bugger (or should that be Berger) me, a Ferrari is actually in third place. We're amazed it's still running at this late stage of the race.

Looks like *Resident Evil* has come up with a great cure for acne judging by the way that the spots on this zombie seem to be simultaneously exploding.



Dark corridors, horrible monsters, the undead roaming all over the place. Yep, it's Les's house.



you are still sparse of ability, just try this little lot for size.

About three-quarters of the way through the game you will come across a couple of

FORMULA 1

Dear GamesMaster,

There's a certain rumour going round my school that there's a secret



RIDGE RACER REVOLUTION

Dear GamesMaster,

Now I'm good at RRR. Very good, actually. But, for the goddamn life of me, I can't beat the Devil car. I just can't. Can you?

Simon Cannington, Bristol.

I don't like to be unkind. God knows I don't. But, well, if we're being honest, you're obviously not that good, are you? Because, with a bit of common sense, it's actually not very hard at all.

Right. Begin a time trial and get past the



Simon, this could be your problem. Are you sure that you're driving the right way on the track?

Devil car. Unsurprisingly, it will soon catch you and overtake but will pull in during the second lap. Get past him and once he catches up with you a second time use your rearview mirror to manoeuvre your vehicle into its path preventing it from getting past. And, if you can, knock it into the side to slow it up.

Crash adopts his tough guy East 17 pose. Now all he needs to do is record some crap songs.

You think the Devil Car is 'ard do ya? You should race Marcus to the chippie at night.



CRASH BANDICOOT

Dear GamesMaster,

I think I've found a Stage Select for Crash Bandicoot. It's quite easy, really. All you need to do is, on the Map screen, press Up and all the collar buttons then repeat this but pressing down left. Great, eh?

James Franklin, Huddersfield.

Yeah. Top. Although I'm not sure I like the "think" bit in all of that...

SATURN



Sega still reckon that we didn't give this a high enough score. They do go on don't they?

already done this!" But, I'm new to the Saturn scene and having just bought Theme Park and I'm struggling to find any help. Please, please, please help. Eh? Won't you?

Brian Oliver, Tunbridge Wells.

Yes. But, listen. That's it. Compende? Though, in fairness, we've had a bit of mail about Theme Park this month. Strange how these things turn out, is it not?

Anyway, here's some helpful guff for you all. For access to all the park's rides and shops enter your name as "Dead" and click on End. At the next screen press A and Z and - by golly! - you'll find yourself on the verge of a Alton Towers-like set-up.

NFL QUARTERBACK CLUB '96

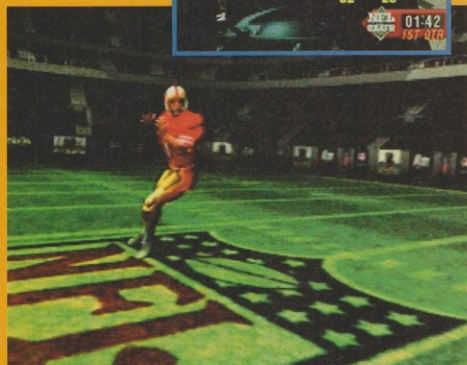
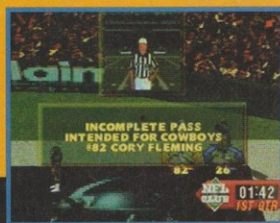
Dear GamesMaster,

I've heard there are some hidden teams in Quarterback Club. Am I right?

Eric Sampson, Clyde.

Certainly are. And luckily enough for you, we know exactly how to access the buggers. Wait for the Copyright screen to appear and then quickly press Down & B, Down & B, Down & B and Down & C. Now, when the Main Menu appears, choose the Play Option. At the Play Menu, choose a Preseason match and press button B. Now go to the Team Select Screen and look for the two hidden teams, Iguana and Acclaim. Easy.

We can play the hell out of these things but still can't understand the rules of the real thing.



NIGHTS

Dear GamesMaster,

Just thought I'd drop you a line and tell you what I'd found whilst mucking about with NIGHTS the other day. You need a PC admittedly but if you place the NIGHTS CD into the disc drive and look in the "Extras" folder you'll be able to access some lovely screenshots and wallpaper.

David J. Daniels, Poole.

Nice, we admit, but pointless.

THEME PARK

Dear GamesMaster,

I know what you're going to say: "We've

SUPER NINTENDO



COLLEGE SLAM

Dear GamesMaster,
Whilst playing the superb *College Slam* I discovered how to power-up your team. It's fairly easy, really. All you have to do is, firstly, get to Today's Match-Up screen. Now take the first controller and enter A, Down, A and Right to get maximum power for your team. Next up, have a go at pressing Y, Y, Y, A, A and A to power up your amazing three-point shooting skills.

Robbie Cunningham, Clyde.

Oh yes, very nice, young man. Get a load of THIS: On title screen, press Up, Down, Left, Right, Up, Down, Left, Right. Begin a new game and take yourself to the player selection screen. Hey presto! There's another nine new teams for your plucking.

CHRONO TRIGGER

Dear GamesMaster,
I'm still very much in love with my SNES but am stuck on the phenomenally difficult *Chrono Trigger*. Can you give me any help whatsoever?

Mark Tyler, Chelmsford.



Phenomenally difficult? Well, no, not really. Still, being the kind souls that we are, here's a cunning cheat to top up the power on all characters. On the title screen press A, A, B, B, X, X, Y and Y then hold left and right for six seconds. Not hard, we think you'll agree.

EARTHWORM JIM 2

Dear GamesMaster,
I've just bought *Earthworm Jim 2* second-hand, but I didn't realise how tough it was going to be. Any advice for an old duffer?

Mike Ashton, Crewe

Well first, pause the game and press X, X, X, X, A, B, A and Select. You'll now have the Bubble Gun. Or why not pause the game and press X, X, X, X,

A, B, X and Select again. You'll now have the Nuke Gun. That should sort you out.

Failing that, pause the game and press X, Select, X, B, X, Select, X and A. You'll instantly be rewarded with a vital energy top-up – almost instantly!

Oh, very well, **ONE MORE ESSENTIAL TIP.** Pause the game and – you've guessed it – press A, Select, A, B, X, Y, X and Y. This gives you a continue, but can only be used once during the game. Hope that helps, Mike. You old duffer you.

INTERNATIONAL SUPERSTAR SOCCER DELUXE

Dear GamesMaster,
I've played my copy of *International Superstar Soccer Deluxe* to death now, so is there any way I can make it longer, if you know what I mean mate?

Rob Anderson, Bradford

Sure Rob, how about another team? Go to Edit Player Skills and highlight any player (but not the goalie). Press X so that you'll be able to alter the players' positions – the name bar will change colour. You'll then be able to make your team up from one type of player (all defenders or all strikers, for example).

Come on now, Chrono's not that hard. The trick to all these RPG thingys is to build your team up slowly. Don't rush things.

MEGA DRIVE



MICRO MACHINES '96

Dear GamesMaster,
Guess what I've found whilst playing the excellent *Micro Machines '96*? If you pause the game and press Up, Down, A, B, Left, Right, hold C and press Start you'll find yourself with a faster car.

Ollie Danbury, Darlington.

Handy, veeery handy. Almost as handy as this code to access a secret Smurf level. When the game starts in 8-player mode press A, A, B, C, A, A, B, C and then hold down Start and the A button. You'll now find yourself in a Smurf level where you can fly



on lovely little flowers and race some oh-so-sweet (and tasty) rabbits.

URBAN STRIKE

Dear GamesMaster,
I'm really into *Urban Strike*, but I just can't seem to get past the final few levels. Am I rubbish or what?

David Donaldson, Bristol, Avon

David, you're not rubbish, merely misguided. Here's a handy selection of codes for you...

Level 1 – Hawaii – YT4SKBR67R6
Level 2 – Baja – CT4SKBR67R6
Level 3 – Main Rig

ZT4SKBR67R6

Level 4 – Mexico – 934SKBR67R6
Level 5 – San Francisco – NT4SKBR67R6
Level 6 – Alcatraz – HT4SKBR67R6
Level 7 – New York City – L67ZBR6SVV
Level 8A – Las Vegas – GPV4FHBWVM6
Level 8B – Casino – B34SKBR57R6
Level 9 – Underground – W7FYWVSL9M

MICRO MACHINES 2

Dear GamesMaster
I know you like *Micro Machines 2*, so here's a cheat to make you go faster: Pause the game, then press Up, Down, A, B, Left, Right and the press and hold C. Then stop pausing.

Tim Stevens, Nottingham

And cheers to you, Tim.

PC



REBEL ASSAULT 2

Dear GamesMaster,

I've just picked up *Rebel Assault II* from my local Virgin Megastore and was wondering whether you'd have any cheats?

Andy Slater, London.

Yes thanks. We do. And I'm quite prepared to tell you. Next time, though, how about a



"thank you" or "please" or something? Oui? Right. Well, first up, you'll need to get into Force Mode and this can be done by typing in LETGO. Once you've done that you can do all of the following:

- + to decrease damage
- - to increase damage
- Alt/E to obtain one extra life
- Alt/L to obtain unlimited lives

What you can also do is tap in the word ISNOTRY and break into a Yoda mode.

Which is, you know, quite handy...

- Esc will skip a level
- Alt/J and level number to get to that level
- Alt/P to make the computer play the game
- Alt/M to play a stackful of movie clips.

THE NEED FOR SPEED

Dear GamesMaster,

I know you've carried cheats for this excellent game on its PlayStation and Saturn formats but do you have any morsel of information for the old PC version?

Paul Oliver, Glasgow.

Naturally. Here are three codes that may well be of some use to you all the way up their in not so sunny Glasgow.

EAC RALY - Turn the track into gravel so you can go off-road racing.

EAC POWR - Gives you a bonus 800hp Warrior Car.

EAC WARP - Speeds up the game to give an arcade feel.

Also, if you type in MANIFOLD when the game's running it will cause every other vehicle to explode and disappear should you be unlucky (or rubbish) enough to hit them. Mind you, it sounds like you should go after them and hit every single one. You'd win then.

ACTUA SOCCER

Dear GamesMaster,

I was wondering, doth you possess a cheat-type thing for this wonderful soccer game?

Terry England, Cardiff.

Doth I possess a cheat-type thing? Poor boy. Obviously in desperate need of some social encouragement. As far as the cheat is concerned, yes, we do have a cheat for *Actua Soccer*. And it goes something like this: when the game is loading type in SOCCER-01142475549. This will now let you use the hidden celebrity team in a friendly.

AFTERLIFE

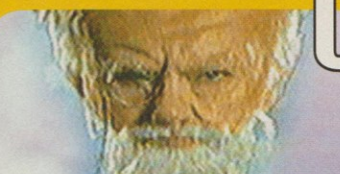
Dear GamesMaster,

Despite what you, I just had to buy *Afterlife*. Now I'm stuck. Is there a way I can get more cash so that I can build the perfect empire?

John Ryan, Bristol

Don't say you weren't warned John. Why didn't you buy *Sim City 2000* eh? Never mind because there is a cheat to give you more cash. Just type in \$@! and you'll be awarded an extra ten million. Now run along and don't bother me with your troublesome problems.

consoletationzone



You're stuck on your new game and you're too embarrassed to ask your friends for help. Well don't panic or have a fit of depression. Just write in and we'll try to help you out as much as we can.

write to:

HELP!

**GamesMaster
Consoletation Zone
30 Monmouth Street
Bath
Avon BA1 2BW**

MOST WANTED

Your chance to vote for the game you most want to see ripped apart in these very pages. The game with the most votes will be the subject of our most intense investigation

Stuck? - On what, where?

**Give us your tips. Please. We might even give you a prize
Who are you? Where do you live?**

What machine(s) do you own/play?

the Making of

If you thought Earthworm Jim was like a cartoon, just wait until you get a load of what Shiny are up to now.

W I L D



After Crash Bandicoot and Pandemonium an announcement of another 3D platform game would cause about as much excitement and enthusiasm as Kevin Keegan announcing a tour of Manchester. But when the announcement is made by the bonkers people at Shiny Entertainment (so far responsible for the far from sane Earthworm Jim and the positively psychotic Murder Death Kill) then even the most hardened cynic would have to sit up and take a bit of notice.

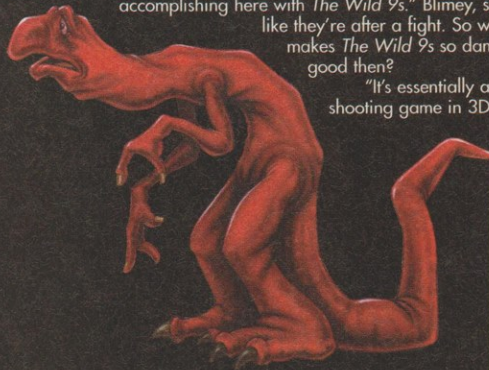
As top creative bloke Kevin Munroe brags to GM, "We are always interested in what other development houses are doing. It's interesting to watch them show their cards and prove that they can't do what we're accomplishing here with *The Wild 9s*." Blimey, sounds like they're after a fight. So what makes *The Wild 9s* so damn good then?

"It's essentially a shooting game in 3D. It

took us seven months just to figure out how to allow a player to shoot in 3D, yet retain our classic gameplay. You will also be able to torture your enemies before you blow them to bits. This is all thanks to the most powerful weapons system ever seen in a videogame. It's also the most animated game of all time, it's got over 60,000 animations in real-time 3D. It's got great backdrops and cinematic camera moves plus a film-like soundtrack.

"It's also got a strong 3D platform element to it. It's not linear, rather the camera moves and rotations will be set up in such a manner in which you will feel as if you have total 3D control. At certain points the levels split off providing for several possible different gameplay paths".

Alright so you think you've got something a bit spesh then matey, so what's all this about the most powerful weapon ever in a videogame? "We figured that there is no point to destroying the enemy by spinning or jumping on them. That's why we had to invent the most powerful weapon ever. It's not even a gun. It's a Rig and Glove set-up. Depending on Wex's



A bloke with long hair, tight trousers and big guns. It's just like our Les, only he doesn't have any guns. Well, none that we know of anyway.

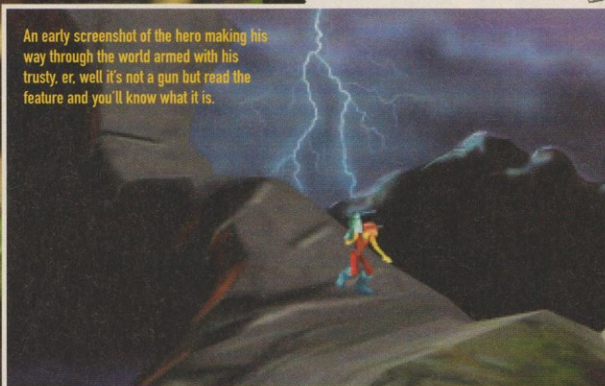
And if that thing over there is Les then the red beastie above is definitely Tim. Look just like him, we think we should sue Shiny for this.



A bonkers chicken with an enormous gut. Thankfully we don't have anyone who looks like this but *Wild 9s* does.



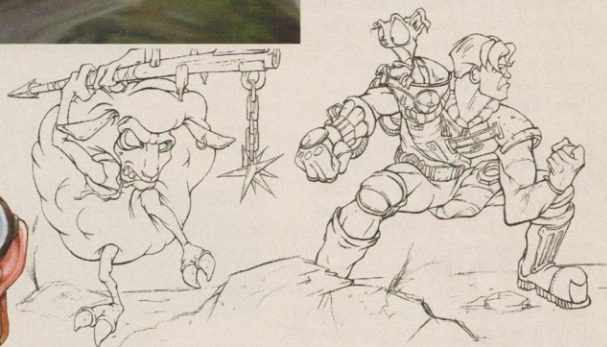
An early screenshot of the hero making his way through the world armed with his trusty, er, well it's not a gun but read the feature and you'll know what it is.



Join the dots to find out what is hidden here. Actually it's an in-development pencil sketch which we thought you might want to see. If you don't, then go ahead and join up all the dots. Use a pencil mind.



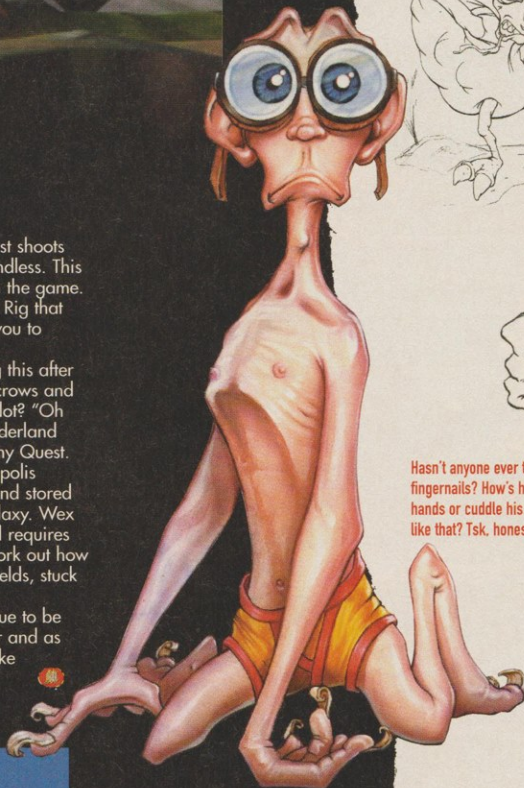
Looks like a cross between Hercules and Vinny Jones.



(the hero) hand position, an according blast shoots out of The Rig. The possibilities here are endless. This gives an open field to the guys working on the game. You can even fire a charge beam from the Rig that will suspend a target in mid-air, allowing you to torture them and blow them to bits".

We know we're going to regret asking this after you guys came up with worms, psychotic crows and cows for *EWJ*, but is there any kind of a plot? "Oh yeah. The design is a sort of Alice in Wonderland with guns meets George Lucas meets Johnny Quest. You play Wex, daring saviour of the Annapolis Cluster. Karn, the bad guy, has captured and stored Wex's eight team mates throughout the galaxy. Wex has to heroically save them. The ninth level requires Wex to take on Karn, but you'll have to work out how to take on a face the size of two football fields, stuck to the ceiling of a palace."

Yep, sorry we asked. *The Wild 9s* is due to be released on the PlayStation early next year and as you can tell from these images, it'll be unlike anything you've ever played before.



Hasn't anyone ever told him to cut his fingernails? How's he supposed to shake hands or cuddle his mother with fingernails like that? Tsk, honestly.



Now we're going to resist the very obvious gag about this thing looking a bit like Marcus and tell you instead that it is in fact an underpants-wearing beast that you will find in the game.

CREDITS

Kevin Munroe
Tom Tanaka
Shawn McLean
Steve Crow
Gari Biasillo
Nick Jones
Robert Suh
Alex Tankolevich
Alain Maindron

Creative Director
Game Designer
Animation Director
Art Director
PlayStation Programmer
Programming Director
Technical Programmer
Tools Programmer
Animator

g-mail

The NEW GamesMaster letters page.
The place where the strong come to
share their giddy gaming wares and
the rest just come to be tasteless.

SPONGING FREAK

Dear Future Publishing

I am writing to you because I know you are in a deal with GamesMaster Magazine. I am inquiring about any free merchandise you have on offer.

If you have anything else you are willing to give away please send it. I own a Super Nintendo.

Peter Robinson, Poole, Dorset

Pete, Pete. On your feet, you sponging freak. Where do you study, eh? The centre for sponging? Kher-ist alive. Yeah, like, we'll see what we can do.

BAMBER GITFLAP

Dear GM

Hello! And welcome to the letter you've all been waiting for. Right, that's enough of the usual pleasantries. After reading issue 48 from cover to cover I was amazed to see that someone was actually considering a night with Pamela Anderson instead of your FAB mag. Personally, I would chuck Pammy out of the window and let Demi Moore through my front door, but that's just my humble opinion.

Anyway, the reason I am writing is that my mate is considering selling his Saturn and buying back his old Amiga 1200. Now I know what you're thinking and yes, I told him he was a \$*!@, but really the only way of changing his mind was if you could do me a favour and KICK 'IM IN! I'm sorry I had to get you into this but you are my last resort.

Now I'm going to close this letter as I'm getting hungry.

Bambi Genever, No address given

Nice... name, mate. Any bleedin' how, selling a Saturn for an Amiga 1200, huh? Suppose it depends what our fella's after here. Out at parties impressing the lasses with tales of smashed Sega Rally lap times and kinky scuffles with Sarah Bryant, or huddled by himself in a cold room, tapping away on a greasy keyboard like Bob Cratchet. The Amiga's gaming future is... well, isn't, basically. We're sure our

mates on Amiga Format, who've just moved into our office, would have something to say about this, though.

M&M'S BROTHER

Dear GamesMaster

Could you give me some advice on a little problem I've got? You see, I plan on getting a Nintendo 64 when they are released but my annoying big brother wants one too. He says that if I get one he'll kill me. Believe me he's not joking!



What should I do about this? Could you help me? Oh, and could you answer my questions? Thanks.

1. What games will be released with the N64?
 2. How much dosh will I need to buy one?
 3. What games do you recommend?
- Mark Matthews, Leamington Spa, Warwickshire**

Your brother sounds like he wants 'sortin' aht', Mark. But get a bunch of these answers first...

1. The launch titles will be *Super Mario 64*, *Pilotwings 64*, *Shadows Of The Empire* and *Wave Race 64*. *Shadows* has been slipping a lot recently though, with a late February release in Japan being reported in the Japanese press. So a UK launch on Saturday March 1st is looking decidedly shaky.
2. Well, for the console itself, £250, with between £50 and £60 for each game you want.
3. *SM64*, *PW64*, *WR64*. Obviously.

POET BLOKE

Dear GM

OK. That's it! What am I talking about? My last letter, that's what! "Does anyone want to humour our Tim?" Huh! I'm a young person, not a pensioner! Oh well, you did get one bit right. "And what's that?" I hear you cry. The bit about my "Vivid, creative imagination". So, to prove it, I've written poems about the latest consoles! Right, here goes...

PlayStation, PlayStation,
 you are great.
 But to get you to work first time is sheer frustration.

Saturn, Saturn,
 not a planet.
 But you look like a lump of granite.

N64, N64,
 you're not out in England yet.
 So I shan't... bother.

How about that for creative talent then, eh..?

Time-Travel-Tim, Future Land

Fine.

TRYING TO BE DIFFERENT

Dear Sir/Madame GamesMaster

Hi! Again! Thank you for my last letter. I hope you are all well and not violently sick. Would you like a toffee? Only kidding. I am not stupid. Could you tell me the best film, ever, of all films. Also, you may want to do tips for people who don't play games, for instance:

1. Divide a letter up into sections using points, like this.

2. When putting up a fence, be sure not to use dead wood, or it will fall down.

Those were my tips!

Moray Ross, Morpeth, Northumberland

Huh? Best film ever?
 Apparently, it's a toss up between *Please Sir* and anything with *Goldie Hawn* in it.

TOM CRUISE

Dear GM

Your mission, should you choose to accept it



GHOST MONKEY

Dear GamesMaster

I am a life form who inhabits the world known as the Net and am not meant to exist in the outside world, therefore I have no physical body. I have heard many whispers in my ghost and was wondering if you could confirm them?

1. Will *Street Fighter Alpha 2* be out by Christmas?
2. Will *X-Men COTA* ever be released on the PlayStation?
3. Any news on the *Ghost In The Shell* PlayStation game?

The PuppetMaster, The Net

1. God, yes.
2. Nope.
3. Yep, plenty thanks. Oh, alright... the game (a first-person robot battle game) is actually based around the Japanese comic version rather than the film. As a result, the hero, Motoko Kusanagi has a robot buddy, Fuchikoma throughout the game. Both are being redesigned by Masamune Shirow, the creator of *Ghost In The Shell*. Incidentally, he was also responsible for the look of the PlayStation gun game, *Horned Owl*.



AND REMEMBER

We love you yapping about...
 YES What you like/dislike about the mag
 YES Your concerns about gaming
 YES Other people's letters
 YES Lasses

But we're tired of being asked...
 NO Whose console is better than whose
 NO When is *Resident Evil 5* coming out...
 NO ...and how much will it be?
 NO About Tim's blatant kinkiness



COME ON, GET STUCK IN...

G-Mail

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30 Monmouth Street
Bath
Avon
BA1 2BW

Or why not buzz our Macs...

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ellis@futurenet.co.uk

tweaver@futurenet.co.uk

DIP YOUR TOE IN

Once again, it's time to set sail on the good ship Internet. Sure, there'll be some sharks along the way but, heck, we're bound to discover some uncharted territory. Onwards...

With *Shadows Of The Empire* about to run the N64 ragged and the fanatically-followed original trilogy set for release in a Special Edition format early next year, *Star Wars* is the talking point over every dinner table in the land. So, with the Force strong in us, GamesMaster decided to sniff out the very best in intergalactic web sites...

The first stop is Scott's Star Wars Page (<http://www.weber.u.washington.edu/~sbode/sw.ht> ml). With selected footage from all three films – though none from the newly refurbished versions – and stills, this has plenty to offer any Star Wars enthusiast. However, the biggest draw will, no doubt, be the inclusion of the full script for *Return of the Jedi*. Printing it will be a nightmare but at least you can see how the third movie came into being.

Overall: **

A good deal of searching was required to find, perhaps, the finest Star Wars site on the net. The Star Wars Multimedia Archive (<http://www.skywalker.net/main.html>) is hidden away in a links menu far into the deepest recesses of the web. Still, once you do find it you'll discover the most concise, info-packed address in the Star Wars universe. It's packed to overflowing with enough info to get any fan excited: the special editions, the new films, radio shows and interviews, books and, more relevantly, games both past and present. Far superior to anything else in the information sea.

Overall: ****

Following that is a difficult task. However, The Unofficial Star Wars Encyclopedia (<http://www.members.aol.com/rvitas/starwars/encyc-a.htm>) comes close to equalling the sheer brilliance of the Multimedia Archive. Still under construction, the USWE is for the Star Wars completist. Every single piece of machinery, every character, every planet, every piece of merchandise, indeed everything has been recounted in an encyclopedic form. A brilliant reference point.

Overall: ***

Of course, the natural route to take for the latest info on the Star Wars universe would be to visit The LucasArts Entertainment Company Homepage (<http://www.lucasarts.com>). Slightly disappointing though it is, it still offers much on the latest rumblings in the wallet-bursting world of George Lucas. In particular there is plenty to be seen on the games front with *Shadows Of The Empire* being given a thorough look. Not bad although, perhaps, not as good as it should have been.

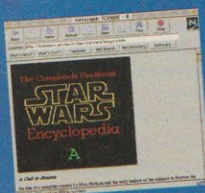
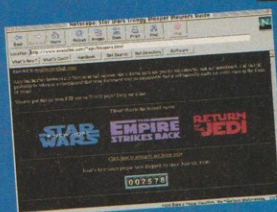
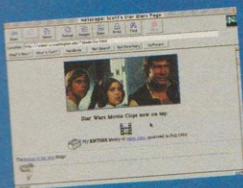
Overall: ***

Worth a look, whether you're a Star Wars fan or not, is The Star Wars Trilogy Bloopers Viewers Guide (<http://www.execulink.com/~ego/bloopers.html>). Slightly anorak, we admit, but some guy's trawled through the trilogy and picked out all the "bloopers" – or, as Dennis Norden would have it, "cock-ups" – which by-passed the Editing Suite. Like the scene in *Star Wars* where you can see the actor's face under the C-3PO mask. Brainless fun.

Overall: **

Star Wars: The Archive (<http://www.rit.edu/~rjs0090/starwars.html>) is worth a look solely for its extensive coverage of the multitude of Star Wars games. *Shadows* gets a thorough look over and on The Star Wars History Home Page (<http://www.elon.edu/users/s/knigr5c0/starwars/sw.history.html>) you can see how the very first games came into being. There are also sites dedicated to the individual characters in the immense Star Wars universe. The obvious one's are also backed up by such obscure choices as bounty hunter Boba Fett and turncoat Lando Calrissian. Lots, then, for any Star Wars fan to get very excited about.

Overall: ***



REVOLUTIONARIES

As you probably know, we're always looking to improve GamesMaster even more and as it's your magazine, we want to know what you think of its development. So, please name your three favourite bits of this issue in order of preference – they can be specific pages or sections in general. Whatever – just be honest...

1

2

3

And let us know which bit you didn't like this month (and why)...

Also, tell us which three areas of GamesMaster which you'd improve (and how)...

1

2

3

Please cut out or photocopy this completed form and send it to: Revolutionaries, Letters, GamesMaster Magazine, 30 Monmouth Street, Bath, Avon BA1 2BW. It'll help us to help you.

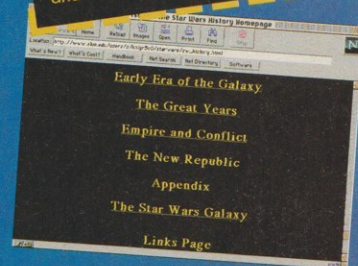
Win some stuff!

Every issue we'll put the Revolutionaries replies in a dirty great bag – the first one plucked receives a pile of gaming gear!



SCORING

- A basic site with limited information. May only be useful as a general source.
- Competent all rounder which has some very good things. Some thin areas, though.
- An excellent site which may be able to offer specialist areas of interest.
- Simply fantastic. Packed with information and facts. The best in its field.



is to answer the questions below. If you are seen to throw this letter away, M15 will deny any knowledge of you or your actions.

1. Will *Theme Hospital* be released by Christmas?
2. Will the following be released on PC: *Wipeout 2097*, *NiGHTS*, *SM64*, *VF2* and *VF Kids*?
3. Which PC CD game should I get for Christmas? (I already have *Ripper*, *Duke Nukem 3D*, *Quake*, *Theme Park*, *Hexen* and *7th Guest*.)
4. How long is a piece of string?
5. Which came first, the chicken or the egg?

This letter will self destruct in five seconds, um, if you set fire to it or eat it or something. Oh all right, it won't self destruct at all, satisfied?

Col John Havard, Secret Service, Leeds

1. Weeeeeelll, this is Bullfrog we're talking about (current Kings of the Slippers in the GM office). So, 1997 would be a safe bet...
2. Nothing confirmed on any of those

yet, but *Super Mario 64* will never appear on PC, that's for bleedin' sure.

3. *Syndicate Wars*.
4. About that long.
5. Neither. Some tiny fish things did.

BARKER'S SIZE PROBLEM

Dear Sir/Madam
I swapped my SNES for a PlayStation. One of the problems I have encountered is that the quality of the RF connector is quite bad, and as for the length, it was non-existent. I want a six-foot lead for my TV. As it stands, my brand new PSX sits on the floor in front of the TV and the joypad is stretched to the limit. Nit-picking I know, considering the excellent hardware, but you would have thought Sony would have worked out that not everyone would be using their machine in the bedroom.

Michael Barker, Norwich, Norfolk

Well, Michael, you must have a TV the size of a freaking wall if you have to sit that far away from it. This is the first letter we've had on the subject, so that's

quite a good indicator that everyone else is pretty much happy with their length. Or are you? Let us know, huh..?

HALF-CENTURY HOMAGE

Dear GM
In this life there are few Who share a passion and get in a stew
And gaming there's always a bond
To which we cannot abscond

Whatever it be your machine
Thrash your mates and make a scene
And shove it up their arses
Beat 'em till the room is sparse

When you've finished playing about

Sit and read a mag with clout
From Chinaman to Jivin' Raster
Everyone drools Ye Old GamesMaster

50 Not Out!

Tony Davis, Preston, Lancs

And on that hot-blooded bombshell, we'll finish this 50th issue commemorative, collectable letters page. See you next issue.



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NEXT MONTH

1997 MEGA PREVIEW SPECIAL!



All the big games you can expect to be playing to death next year.

And find out how the future of gaming's going to change with the launch of the black PlayStation!

FREE!

Yep, more free gear next issue. This time it's a dead handy 1997 GamesMaster diary!

PLUS!

Pages and pages of Tips!



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